

Nintendo 64 • PlayStation • PS2 • Dreamcast • Handhelds • Arcade

# ELECTRONIC GAMING MONTHLY

**15 PS2  
PREVIEWS**

**TEKKEN TAG  
TOURNAMENT  
GRAN TURISMO  
2000**

**STREET  
FIGHTER EX3  
AND MANY  
MORE!**

**OVER  
250  
GAMES  
INSIDE!**

**DONKEY  
KONG<sup>®</sup> 64**



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IN PRIZES  
INSIDE!**

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**Rare** let  
history repeat  
itself. Will you  
pay **\$70** for  
Kong's latest?

**EGM 125**

December 1999  
\$4.99/\$6.50 Canada



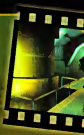
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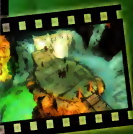
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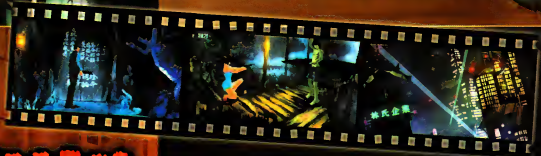
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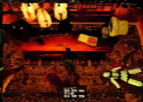
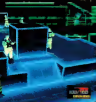


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**WrestleMania XII**  
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**WrestleMania X**  
Shawn Michaels and Royal Rumble winner for the IC Strap in an original hardcore classic

**WrestleMania VII**  
Shawn Michaels and the Undertaker continue their rivalry in the tag with Van

**WrestleMania VI**  
The title turns to both the Power Rangers in the same night

**WrestleMania IV**  
Ariane and Roddy Piper face off in a tag match

**WrestleMania I**  
The first WrestleMania event

**WrestleMania III**  
Bret Hart and Ric Flair face off in a tag match

**WrestleMania V**  
Shawn Michaels and the Undertaker continue their rivalry in the tag with Van

**WrestleMania VIII**  
The Undertaker scores a decisive victory in his WrestleMania debut

**WrestleMania IX**  
Federation Championship changes hands twice in one night

**WrestleMania XI**  
X-Facé and Road Dogg make their WrestleMania debuts as rappers support for Jeff Jarrett and Razor Ramon\*

**WrestleMania 13**  
The Undertaker® begins his second Federation Championship reign with a main event victory



\*Entrances complete with "Tronzone" and theme music

TEEN

ANIMATED VIOLENCE  
MILD LANGUAGE  
SUGGESTIVE THEMES

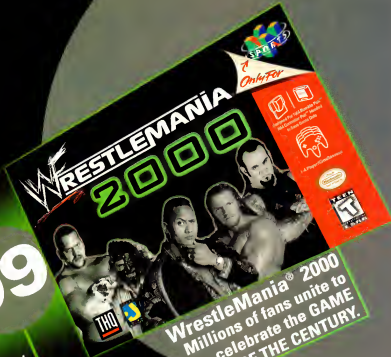
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World Wrestling Federation™



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**Mess with him and  
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## GAMING E.R.

**Gaming E.R.** Quit crying over your busted game stuff. We show you how to keep your consoles in tip-top shape. Learn how to avoid game-related injuries, too.



**Donkey Kong 64** Nintendo claims Donkey Kong 64 will be its best-selling game ever. We examine what all the fuss is about.



**Gran Turismo 2000** and many more PS2 previews pg 184



**Resident Evil: Code Veronica Omega** preview pg 300

## V.G.A.T. Video Game Aptitude Test

The V.G.A.T. OK, genius, you think you know a lot about video games? Take our Video Game Aptitude Test to see if you're a console Einstein or a hopeless Poké-moron. pg 244

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Next-generation consoles: Will the X-Box be a major player in the game, or just another 3DO?

## SYSTEM KEY

	Dreamcast
	Nintendo 64
	PlayStation 2
	Game Boy Color
	Arcade



I V E R S O N L E A R N S F R O M Y O U R M I S T A K E S .  
A P P A R E N T L Y , T H A T ' S A F U L L T I M E J O B .

Sega Dreamcast. SEGA SPORTS™  
IT'S THINKING 1/107 NBA 2K

— Twenty-nine teams throw down in 28 arenas with 1300 motion-captured moves, actual NBA coaches' playbooks and jawdropping action down to hand signals, tattoos and sneaker squeaks. Microwaves don't get this hot, son.



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RP

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# Bring Da' Kung Fu Ruckus.

*featuring*

**METHOD MAN**

**RZA**

**GZA**

**OL' DIRTY BASTARD**

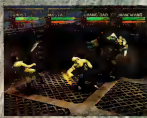
**RAEKWON**

**MASTA KILLA**

**U-GOD**

**INSPECTAH DECK**

**GHOSTFACE KILLAH**



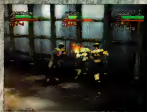
Set it off against up to three opponents in ultra-violent, arena-based martial arts brawls.



Master the attack moves and special weapons of all nine members of the Wu-Tang Clan.



Add insults to injury with over-the-top cinematic fatality sequences unique to each character.



Unleash the Kung Fu fury in Sutan Island streets, Chinatown warehouses and ancient temples.

Heads up, nature boy



PS Extreme - GOLD, EDITORS CHOICE, 93%  
“... my favorite PSX racing game so far this year.”

NextGen - 4/5 “A must-buy.”

GameFan Network - 97% “It’s very rare to play a game that truly has it all,  
and SledStorm absolutely has it all.”

Electronic Gaming Monthly - “Game of the month.”

**Sledruck (above) spoils summit conquest:**

Make tracks, not apologies. Rip across ice, snow, water, mud and the bodies of whoever gets in your way. Nail over 50 insane tricks. Slam to Rob Zombie, Eonoline Crush, Dom & Roland, Uberzone, and EZ Rollers. Slow down to admire the landscape and you'll be buried in it.



ELECTRONIC ARTS



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COLLECTOR'S PACKAGE

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FINAL FANTASY V

FINAL FANTASY VI

## LEARN FROM THE PAST

Two complete, classic RPGs never before released on the PlayStation® game console.



Countless magic spells and job skills to learn as you follow epic storylines through 60 hours of gameplay.



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# Letters to the Editors

## LETTER OF THE MONTH

### The Dark Side Of Pikachu

I was very pleased by your dark side of Pikachu article in the November issue. I think it's great that Mark

game" Magic the Gathering, I hope he also sees the evil role-playing elements of such games as Chess, Risk, Chutes and Ladders, and the countless console games featuring a main character. The one thing I do question is how Mr. Juvera's child

**"...blatantly Satanic cartoons like The Power Rangers, The Smurfs and The Teletubbies."**

Juvera stands up for his beliefs. I sincerely hope that he and other good Christians also see the Satanic influences in common fictional characters like Santa Claus, the Tooth Fairy and the Easter Bunny. Not to mention such blatantly Satanic cartoons like *The Power Rangers*, *The Smurfs* and *The Teletubbies*. Though he has already chosen to steer his child away from the vile "role-playing

ended up with \$400 worth of Pokémon games and toys. As a Christian, Mr. Juvera says he doesn't believe in magic or the ability to use psychic power, but when did he start believing in fluffy yellow monsters that could talk? Let's all make sure we buy toys we can believe in.

T. McNish  
pezd@networksplus.net

**We received a lot of mail about this, thankfully all with the same sentiment, whether from avid gamers who thought it was ridiculous, or other Christians who felt Mr. Juvera was over-reacting. If there's one thing gamers are unified about...it's the fact that Pikachu isn't the work of Satan.**



Congratulations. You win an InterAct controller. You will be receiving a Borneo (PS), an Eclipse Stick (SAT) or a SharkPad Pro 64 (N64).

See page 289 for official rules



## Shame On You Mr. Juvera

I have become very upset by a recent article in EGM entitled "Poké-Banned: The Dark Side of Pikachu." I am a Christian and I am angered at the level of ignorance that is so pervasive among so-called members of my religion. A Christian minister holds a ritual sacrifice of a cute little stuffed animal in his service and this is supposed to teach people to be closer to God. I really hope that Mr. Juvera feels vindicated by his actions.

If something isn't 'good' burn it! If something isn't 'righteous' kill it! If

something isn't 'Godly' destroy it. Mr. Juvera, in my opinion, has only demonstrated to his congregation those principles which have led Christianity into atrocities like the Crusades, the Salem witch trials and the Spanish Inquisition. Thinking in such a manner has also led to a great many ignorant laws on our books right now (I will not elaborate on such laws for the sake of brevity and potential offensiveness to the conservative right). In short, I think Mr. Juvera is wrong. Christ is about love and hope, not about the sacrifice of a poor little Pikachu. Shame on you Mr. Juvera.

F.A. Doss  
PIF@most-wanted.com

## LETTER FACTS

- Most popular 'Question of the Moment' in recent history: Last month's "What do you think of Pokémon?"
- Hsu in our Hsu and Chan cartoon is so-called because: Norm couldn't draw Asian features, so he used our young Previews editor, Dan Hsu as a template.
- Most asked question to EGM letters?: "When is [insert wrestling game name here] coming out?"
- Special thank you to: Whoever keeps enrolling EGM in internet porn mailings. You should probably stop doing that.

## Can AOL Join In On The Dream?

I tried signing on to the Dreamcast network but I can't seem to. I'm not using the AT&T ISP, I'm using AOL. Is there a special thing I have to do before signing on with AOL? Can you tell me what I am doing wrong because I thought I would be able to go online with this when I got a Dreamcast.

JRW1673@aol.com

Unfortunately, because of the 'closed' nature of AOL, you can't use your account as an ISP for your



= No

Dreamcast. If you want to hook up, you'll need to use a provider like AT&T Worldnet or Mindspring. Also, maybe try Altavista's new free service.

## Going For Gold

I read all the time that a game has 'gone gold' and will be shipping soon'. What exactly does 'gone gold' mean? I have a feeling it's got something to do with the color of the master CD the copies are made from. Can you clear this up for me?

Mark Buckingham  
Prime01010@aol.com

Want strong bones?

Drinking enough milk helps keep bones strong  
and may help prevent osteoporosis later.

got milk?



LETTERS

# EGM@zd.com

Send us your thoughts, your wishes, your innermost wishes... or your pictures, crazy screenshots or photos of bizarre game-related moments.

You are quite correct, when a game has "gone gold" it simply means that the game is in a state where it can be burned onto a gold "master disc". This phase is also referred to as "Beta" which is the name of a phase in which the games are testing. A "final beta" is often a complete version of the game pending final changes.

## PlayStation 2 Will Make Life Even More Expensive

In the September issue of EGM you guys told me the Dreamcast was a safe bet to buy. Now all this on PlayStation 2. Soon you're going to tell me to buy the PlayStation 2. A lot of people, including me, don't have all the money to buy these systems. Looking at PS2, it makes me feel bad that I bought the Dreamcast. It's probably going to die like the Saturn and I'll go broke again for months. Then when Nintendo launches Project Dolphin, Dreamcast will die the day it launches. Thank you very much EGM!

Dom\_anc@email.msn.com

That's your problem...not ours. We don't 'tell' anyone to buy anything. You're responsible for your own cash. If we told you to buy a million Twinkies...would you?

## Hsu & Chan Rule

Kudos on bringing the comic strip Hsu and Chan to EGM! When I first turned to the pages featuring this game designing duo, I thought "Great! Another crappy game comic!" But I have to tell you that I was pleasantly surprised. Mr. Scott has gaming culture down to a comic art, and I hope to see this become a regular thing within the pages of your magazine. I have always regarded EGM as the best cross-platform magazine in the business, and I appreciate that you always attempt to raise your own standards instead of resting on your laurels. Thank you very much.

Lee Govatos  
Govatos@hotmail.com

I have to type this letter on their 'virtual' keyboard. Arght!

We've been getting a lot of appreciative comments about Hsu and Chan. Rest assured, they are now a regular thing within our pages.

## Teething Troubles

What the heck is up with Sega? They're off to a bad start. First off, I was one of the many people unfortunate enough to get a faulty machine. When I exchanged it for a new one, I found out I had a faulty Sonic. When I exchanged it for a new one, I found out I couldn't download any Chaos into my VMU. Soul Calibur was also another game that went belly-up on my system. Second, Sega messed up on the shipment of the various accessories. The guns just now came out and the Sega brand Jump Packs are nowhere to be found. Also, let me express my disgust for Sega and AT&T for making the keyboards available only through them by signing up with their service. I have to type this letter on their "virtual" keyboard. ARGH!

Don't get me wrong about Sega, though. They're a good video game company with good games. They just left a bad taste in my mouth and this mouthwash that is Dreamcast isn't helping to rinse it out. Shape up, Sega, or PlayStation 2 and Dolphin will eat you alive.

Gameboy@central.com

We received a lot of e-mails like this month from people who really wanted the Dreamcast to be a 'good thing' but who were stung by some unusual near-sightedness on Sega's part. Fortunately, many of the problems have been fixed now... although the keyboard thing is a pain in the ass.

## Not Covering Everything?

I think your mag is the best all-around video game mag. But you guys aren't covering all the systems. You have had very minimal coverage of SNK's new totally awesome system, the NeoGeo Pocket Color. This system

### SHORTS

The very bottom of the EGM letters barrel.

Yka-cha-co-pka-pka-REACHU-pi. REACHU.

plawhndain  
frees.com

OK.

I'm in my fifth anniversary as one of your readers. Do you have any prizes for that?

Abiga@webtv.net

No.

Why I loved them FMV games (Night Trip, Double Switch, etc.) I just wanted to know if any of you know what happened to the people who made these games, and if anything like these games (FMV) will see the light of day again. digipunk@home.com

Are you completely tickler mad?

Rocky Martin is the best. munkygato@aol.com  
Really.

Now is Gempoo "The World's Largest Multi-Platform Gaming Magazine" I thought YOU guys were physically and mentally superior. @gagons@sepeche.made.com  
We're the It's Video Game Magazine. As for "physically and mentally superior" we hear the GP guys are pretty buff.

## Question of the Moment

### Donkey Kong... Nintendo Savior Or Just Another Franchise Character?

I have nothing derogatory to say about Donkey Kong! Whaddya know?

Mr\_biggiesworth  
3626@yahoo.com

No, Zelda was Nintendo's savior...I guess that means Zelda Gaiden is the "second coming."

Babelfish4@aol.com

Will Donkey Kong be Nintendo's savior? What the hell do you mean savior. Nintendo doesn't need to be saved—look at their sales.

Jruiners@aal.com

F\*\*k that big, hairy loser. He's just another F\*\*king franchise figure in the stupid world of Nintendo. If anyone's cool over there at "H" world, it's Samus (Metroid) and Mega Man. That's it. F\*\*k Link and his puberty problems, F\*\*k Mario and Luigi, and F\*\*k this Pokémon s\*\*t.

ICQ-29211043  
Mr\_sinister@plexi.com

I think Donkey Kong 64 is just a wannabe Banjo-Kazooie.

graveler2@aol.com

Mario has always been and always will be the savior of Nintendo. Donkey Kong freakin' sucks compared to Link or Mario.

Sykesa@earthlink.net

Next Month's Question of the Moment:

### What do you think of PlayStation 2?

Send your short but sweet responses to: EGM@zd.com with the subject heading: PS2



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## You can write EGM at:

EGM Letters  
P.O. Box 3338  
Oak Brook, IL 60522-3338  
e-mail: EGM@zd.com

Please note: We reserve the right to edit any correspondence for space purposes. If you don't want your name, city/state or e-mail address printed, tell us so (but please include your phone number and mailing address for Letter of the Month consideration).

is way better than Game Boy Color and I think almost all of its games are high quality as compared to Game Boy's lineup, which only about one out of every five games isn't crap. Yet you still devote whole sections of reviews and previews to Game Boy and nothing to the Neo-Geo Pocket Color? Why?

Ben Rowny  
Hit\_rst@hotmail.com

We decided a while back that we'd keep an eye on the Neo-Geo Pocket Color to see how well it was received. We've been trickling bits of info



through as we get it, while trying to judge how interested you all are by it while also watching sales figures. Crap or not—the Game Boy is a mass-market system, and dominates the handheld market (which is 25 percent of the games market).

## Perfect Mess

I am writing because I just found out about the April 2000 delay of Rare's Perfect Dark. I couldn't even wait for December to come around to buy the game. But instead they had to delay it. Don't get me wrong, I would rather have a good/delayed game than a game that has flaws in it just because the development team rushed it to get it finished by the release date. But by the time it's out, the N64 is going to look really dated compared to the other systems out there.

Matt Holt  
Matthew42@ntrex.net

There are a lot of people who are very angry about the decision to delay Perfect Dark. We received hundreds of e-mails complaining about it, and we know that both Nintendo and Rare have been inundated with death threats, complaints and probably dead

"I would rather have a good/delayed game than a game that has flaws."

"All I had to do was simply say that I don't wear Pokémon underwear and 'poof' I'm not a Pokémonianic."

animals. Yes, it does seem odd that the game has been delayed so much, but you have to admire the integrity of a company that understands gamers' frustration with incomplete buggy games. Donkey Kong may have stopped us playing PD this Christmas, but at least we can rest assured that PD will be virtually perfect (we hope) when it's finally released.

## Pokéwhacko?

First off I want to say that you guys kick ass. But I'm sorry to admit because of my admiration for you guys that I was very disappointed with your Pokémon aptitude test in issue #124. All I had to do was simply say that I don't wear Pokémon underwear and "poof" I'm not a Pokémonianic. That is 100 percent bullshiznit, from someone who can sing the whole Poképar, name

all 151 in less than a minute and runs around throwing his poor little dog on his friends and bellowing "GROWLTHE GOODDDDD." (@ how it's sad.) Your Pokémon test was as inaccurate as they come. Other than that I believe your Pokémon coverage has been great. Keep up the GREAT work.

Elmo18497@aol.com

And what? You want some kind of recognition? Even if you don't qualify as a Pokémonianic according to our test, you definitely qualify as a bona-fide nutcase.

## Wild Poké Love

My best friend and I rented Pokémon Snap for the Nintendo 64 several weeks ago. We were bored and just trying to find stupid poses [when] we snapped pictures of two Charmanders uh, how

### LETTER ART

#### WINNER

Bard Jung  
Fullerton, CA



Congratulations, your prize is on the way—in ASCII Specialized Control Pad for the PlayStation. It features rapid-fire controls for all buttons and slow motion for those intense moments.

#### The ASCII Control Pad

Put your creative skills to the test by decking out a #10 envelope (the long business type) with your own unique touch. Send your letter art to:

EGM Letter Art  
PO Box 3338  
Oak Brook, IL  
60522-3338

(All entries become the property of ZD Inc. and will not be returned)



Chao Sen Chen  
Brooklyn, NY

#### Close, but no controller

Bad luck to these guys...better luck next time. Feel free to e-mail us artwork as well. More of our messages are e-mails these days—so don't miss out!



Rod Beitran, Hayward, CA



Jeremy Walker, Booneville, IN

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**GOODY'S**  
FAMILY CLOTHING

**SEARS**

**MERVYN'S**  
CALIFORNIA

# FIGHTING FORCE 2

It's just you and your instinct on this one. So you've only got yourself to blame if you fail. But that's not an option on this mission. As **Hawk Manson**, operative of the government espionage corps, **SI-COPS**, your job is to maneuver in and out of R&D installations on all new 3D game engine. You've got an arsenal of hand-to-hand combat moves and equipment to the tune of 20+ new weapons. But don't let that inflate your head. Gear up. Get going. The world won't save itself.

You're alone  
on this mission,  
so credentials are all  
you've got to go on.

# SI-COPS

PROFILE #1635

NAME: Hawk Manson  
OCCUPATION: Espionage Operative

SECURITY CLEARANCE: Ultra Magnus

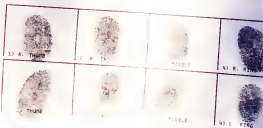
FIELD OF OPERATIONS:

WEAPONS PROFICIENCY:

**CONFIDENTIAL**

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- Grenade Launcher
- Shotgun
- Sniper Rifle
- Assault Rifle
- Knife
- Sword
- Stun Baton
- Chain Gun
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- Axe

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MANSON, HAWK

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LETTERS

# 407,094

The average number of people who bought *EGM* each month between January and June this year (as audited by the Audit Bureau of Circulation). We just keep growing and growing... Further proof that we're the #1 Video Games Magazine in The World

de you say, "making wild hot Poké love," it was just so funny we had to print it out and send it to you guys at EGM.

Mary Neuman  
chantel@i.net



Err...we could make lots of 'Poké' jokes here. But we decided not to. For obvious reasons.

## Preview Girl

I was flipping through the new issue (November—#124) when I got to the 1-900-PRE-VIEW ad (page 235) featuring a really hot girl who I can't take my eyes off of! You should interview her for me in an upcoming issue of *EGM* and find out if she has a boyfriend. Come on, what do you say? *EGM*, hook me up!

mailto:ratm@aol.com

Not particularly great news for you, we're afraid. She hates video games and boys who play them. So that's not really what you wanted to hear was it?

## Primus Fan

I love grindin' to 'Jerry was a Race Car Driver' by Primus and have two questions about Tony Hawk Pro Skater. 1) Being a huge Primus fan, I saw that in the Tony Hawk review (page 254, issue #124), Dean said, "This is the second game to feature Primus tunes." What is the other one? I gotta know! 2) Also, on page 62 in issue #124, under the December list, it says that Tony Hawk Pro Skater is coming out for Nintendo 64. Do my eyes deceive me? Tony Hawk on the N64 would be a dream come true.

Greg Taylor  
Brighton, MI  
GzaULM@hotmail.com

"I love grindin' to 'Jerry was a Race Car Driver' by Primus."

## SHORTS 2

More snippets of mail from the bottom of the bag.

A hanksterk a honkyponk a honkyponk honkyponk honkyponk honkyponk honkyponk ooh eeh eeh eeh ah! Ting tang, honkyponk bng bang! honkyponk\_monkey dlyshocum

Thanks. See? This is the kinda crap we put up with every month.

You guys always say "AI in the mag EGM! PU! The AI is tuned for light nuts!" What the hell is AI? skittapunkyo@btm.com

There's "AI" not "AI". AI stands for artificial intelligence.

Microsoft is the Devil! They are a fascist company. They will enter the market with a piece of hardware that will be cheaper than anything Sega or Nintendo could produce. maza@webtv.net And that's bad because...?

Whatever I hoped to you other magazine, EGM? I remember it a long time ago. psn@ygg@i.net.com & turned into Expert Gamer...name changed!  
d19c2.na.na.

## DESERT ISLAND GAMES

### Five Games You Couldn't Do Without

If you were stuck on a desert island and could only have five games with you, which would they be? E-mail us your lists at [EGM@zd.com](mailto:EGM@zd.com). Mark the subject line "Desert Island Games."

Tetris GX	Soul Calibur	Madden 2000
Gran Turismo	Tetris GX	All-Star Baseball 2000
Soul Calibur	Saturn Bomberman	NFS: Hot Pursuit
GoldenEye 007	Pokémon	NBA Live 99
X-Wing Alliance (PC)	Final Fantasy Anthology	Defender (arcade)
John Davison	Crispin Beyer	Dean Mager
Editor in Chief	Features Editor	Managing Editor
Super Mario All-Stars	Tetris	Soul Calibur
00 Revolution 2nd ReMix	Beetlemania GB	Saturn Bomberman
Gran Mania	Super Mario All-Stars	GoldenEye 007
Sonic Jam	Zelda: Ocarina of Time	Writer Heat
Tetris Attack	Pat-Man	FFVIII
Chris Johnston	John Ricciardi	Shawn Smith
News Editor	EIC, Expert Gamer	Consumer Hardware Ed.
Final Fantasy Anthology	Gran Turismo	KO Collection (PC)
Super Mario All-Stars	Tetris	Age of Empires (PC)
Zelda: A Link to the Past	Super Mario All-Stars	Bust-A-Move
Super Metroid	Assault Suits Leynos	Bubble Bobble
Dragon Force	Soul Calibur	Super Mario Bros.
Dan Hsu	Che Chou	Zoe Flower
Previews Editor	Reviews Editor	Electric Playground

- 1) The other game with the Primus soundtrack was EA's Hot Wheels game. Very cool...don't let the toy facade fool you—it's excellent.
- 2) As far as we know...yes it is.

## Soul Reaver Spoiler


I realize that it is difficult to not always give away a story, but come on! In the last issue, there were two spots where you blew the ending of Soul Reaver. One, a letter such as this complaining that the game ended in the middle of the final fight with Kain, and second there was an interview with the producer, which wasn't as bad. My point is I can avoid strategy guides and hints, but who would have thought that by reading letters to the editor about a game that isn't even two months old! This is like someone coming up and blowing the end of the movie Sixth Sense!

Oliver Kruszka  
oliverk@erols.com

Our apologies that this spoiled anything for you. Are you really surprised that the game ends after a confrontation with Kain though? In our scramble to address the complaints of many gamers about the ending, we maybe could've handled it with a little more subtlety. It's not quite as dramatic a revelation as the end of *Sixth Sense* though. When it turns out that Bruce Willis is actually a monkey from an alternate dimension, and he jumps around eating bananas and scratching his ass, it's a real shock. Oops...sorry if that spoiled it for anyone.

## Who The Hell Is Ray?

What's going on over there at the EGM headquarters? I saw a full two-page ad in the Pokémon issue (last month's issue) in the beginning of the game. There, I saw a man (more like a freak of nature) and it said Ray: The game. Coming soon. Realizing that it's

CUT OUT AND PLACE OVER   
AN IMAGE OF YOUR MOST  
FEARED VIDEO-GAME MON-  
STER. IT WON'T MAKE SPRITE  
ANY MORE REFRESHING,  
BUT IT WILL GIVE US A  
PRETTY CHEAP ENDORSE-  
MENT, WHICH IS REALLY  
HOW THE GAME IS PLAYED  
ANYWAY. IMAGE IS NOTH-  
ING. THIRST IS EVERYTHING.  
**OBEY YOUR THIRST.**



**“You’re just lucky I don’t have taste buds or  
I’d bust through your video screen, spray you with  
toxic gas and drink all your Sprite.”**



LETTERS

## RIGHT OR WRONG?

"9/9/99: The Biggest 24 Hours in Entertainment History?" we asked on the cover of our September issue. So what's the answer to that question? Was it or wasn't it? We can now confirm that the answer is a definite "yes"—the Dreamcast generated \$97 million at retail in its first 24 hours of sale, more than three times that of comparable events such as the first day of *Star Wars Episode One*.



## Ask Sushi-X

Got a question for our resident Ninja? Sushi is open for business and will tackle anything you send. Write him at:

**Sushi-X**  
PO Box 3338  
Oak Brook, IL 60522-3338  
e-mail: sushi\_x@zd.com

**Q:** I think everyone should check out the Dreamcast to see for themselves if it's worth buying. Oh, and will there be a sequel to Super Mario Bros. Deluxe? And when is the next issue of Pocket Games coming out?

Susheel Gupta  
Fremont, CA

**A:** Susheel, I agree with your Dreamcast sentiment. As for a sequel for SMB Deluxe, Nintendo has nothing in the works for a sequel, but expect a top-notch SMB title for Game Boy Advance when it launches in fall 2000. The next issue of Pocket Games is being worked on now...it will be out this winter.

**Q:** Will we see a sequel for Nights or UmJammer?

Trevan Higgins  
Wauwatosa, WI

It's been rumored that Yuji Naka and Sonic Team were working on a Nights sequel for Dreamcast, but Mr. Naka recently dispelled those rumors (and the hopes of a million fanboys). Too bad, because Sonic Team's new project looks bland and niche. As for UmJammer, my ninjas tell me his next game will most certainly be on PS2.

**Q:** I saw in EGM that there's going to be a sequel to Mario Party. What can I expect from this game? Also, did you guys already review Dino Crisis? What did the game get? I must have missed it.

Amanda Basa  
Straten Island, NY

**A:** Amanda, shame on you for missing our Dino Crisis review! Dino got pretty good scores from the Crew: 9, 8, 8, 7.5. I'm not a survival horror freak and even I enjoyed it. Mario Party 2 will have pretty much what we all expect, more mini-games, a greater variety of mini-games and more depth in each of the mini-games.

**Q:** Hi. Do you know the GameShark code that will destroy everything in GoldenEye 007?

Dan Powers  
Address Withheld

Dan, you're such a cheater. And as far as I know, there is no code that allows you to "destroy everything" in GoldenEye.



not the month of April, I decided to look at the copyright. "(c) 1999 RAY This name is MINE, so all rights are reserved to me." Even the Web site is fake! I know because I tried to go on that Web site. I have NO IDEA what this sick advertisement is trying to promote here. I'm guessing it's for the N64 because of the box. Is this real or not? I think I figured it out. The ad is trying to advertise Rayman 2, The Great Escape for the Nintendo 64. Please tell me I'm right. If I'm wrong, then the marketing strategy of Nintendo (or whoever is responsible) has really gone off the deep end.

Orayus@aol.com

You're right...it was for Ubi Soft's Rayman 2, but unfortunately the ad went out before things were finalized. Try www.rayrules.com. That should do the trick.

## Ray is Che is Sushi?

After all these years of finger pointing to who Sushi-X is, it has finally been solved! In case you guys have no clue to what I'm talking about, look on the third page of last month's issue. Doing extensive research on all of the pictures EGM has printed of Sushi-X, they all distinctly show an exact outline of what 'Ray' looks like on page three. Note the saggy man breasts and the huge beer belly; there is no one else on the EGM staff even close to Ray's posture (well, maybe Che). Even more proof of my theory is the URL on the page, and the copyright at the very bottom. Both completely false. Even the N64 box this 'Ray game' is printed on has no Nintendo logos or copyrights on it. Nice try EGM, but Sushi-X's identity has finally been revealed!

Justin Lofstrom  
blerk'n@hotmail.com

Last time we looked, Sushi didn't have any 'man breasts'. Obviously it's difficult to tell (wearing black is apparently the best way to conceal an expanding figure we've told) but he still seems quite spritely under there.

## Spider-Man Suit

I enjoyed your recent issue, and enjoyed the articles on Spider-Man. He's been my favorite superhero since I was little. I'm very glad he's back in the spotlight, and being taken seriously. The game looks great and I can't wait for the movie. There's something I wanted to ask you. Where did you get



the Spider-Man outfit the guy wore in the pictures? I am a big collector, and have not been able to find anything like that. Could you please tell me where you got it and how much it is? I could use something like that for Halloween...

Fubarog4@aol.com

That was actually both the suit and the guy from the Universal Studios ride in Florida. So it could be argued that we photographed the 'real' Spider-Man...or at least the best thing there. It's a great suit, but you really need to be in pretty good shape to wear something like that.

## OOPS!

- Yeah, yeah, yeah...we know, we messed up our Final Fantasy facts last month. The late nights, the booze, the loose women and playing Soul Calibur for cash obviously messed with our minds. Unfortunately we said FFVI was released in the U.S. as FFII when it fact it was FFIII. Little slip up...and believe us, we kicked ourselves as soon as we saw the mistake when the issue came back from the printer.
- No, the Review Crew hasn't really grown mustaches and had their hair cut into mullets.
- The 3DFX ad had nothing to do with us. Promise.



*IS IT THE SECONDO ACT OR THE SECONDO COMING? IS IT AN EVOLUTION OR A REVOLUTION?  
IS IT A SEQUEL OR A QUANTUM LEAP? WHAT IS THE MEANING OF TWO? TOO? TO?*

**COMING SOON GRAN TURISMO 2**



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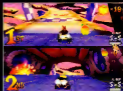


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HAND SIGNAL  
RIGHT HERE  
BUDDY.





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Once he gets behind the wheel, things get ugly.

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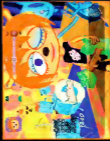
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ESCAPE**

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*It's a strange land where magic and technology coexist among the forces of corruption.*

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**GAME ARTS**

# GRANDIA





## Press Start The Hottest Gaming News on the Planet

# All About PlayStation2



### USB Ports (2)

Two Universal Serial Bus (USB) ports reside on the front of the machine. Uses for these ports haven't been specified yet, but could support devices such as extra (or more sophisticated) controllers, Zip drives, digital cameras and future expansion.

### i-Link Port (1)

Commonly known as "Firewire," or IEEE-1394, this port is used for high-speed data transfer. Once Sony's broadband network is in place for use with PlayStation2, users may be able to hook digital video cameras to it so you can see the person you're playing in real-time digital video.



### Dual Shock 2

Why mess with a good thing? Sleek, stylish and looks exactly like the regular Dual Shock. But Sony has made a good thing better by going back and making all the buttons on this enhanced Dual Shock analog. In *Gran Turismo 2000*, how hard you press on the buttons will correspond to how hard you're pressing it down inside the game's world. It looks and feels exactly like Sony's original Dual Shock—no bigger, and not noticeably heavier. One of these babies comes packaged in with the hardware.

**P**inch yourself. Sony's announcement and public showing of the PlayStation2 in Tokyo just prior to the Autumn Tokyo Game Show has stirred up this industry once again (like the announcement of any new hardware platform does). Already Sony has 46 U.S. developers, 27 in Europe and 89 in Japan signed on to make games for it. That list will undoubtedly continue to grow.

Price. Is PlayStation2 expensive? Yes. But, when the original PlayStation launched in Japan in 1994, it was priced at 39,800 yen (the same price as PS2). As with all video game systems, the price will gradually fall.

Services to be offered via PS2's broadband

network capabilities include shopping, Internet functions (such as e-mail, web browsing, etc.), downloadable music, game demos, and more. A hard drive is already planning that will hook to the PCMCIA port, turning it into a mini-computer.

Why isn't Sony planning to offer modem connectivity as Sega has with Dreamcast? SCEA's Andrew House said, "We do not see the analog modem infrastructure that we know today as being capable of delivering the high-end entertainment experience that we are striving to deliver. Fighting to be the leader in the analog modem space is like racing to be the world's tallest midget."

Even though we've now seen the machine, played the first games, and have a date and price, there are still a lot of unanswered questions. The original PlayStation had an expansion port that went unused by any official peripherals. Sony has only begun to speak in very vague terms about the possibilities for PS2 expansion. Exact plans for the machine in the U.S. are still only answered by Fall 2000. After the machine is released in Japan, we're likely to see the first U.S.-developed games. At E3, we'll be playing them. By the end of next summer, you'll be able to speak up PlayStation2 with your own eyes. Until then, read up.



## High-Capacity Memory Card

Bigger and more complex games mean you're going to have to have a bigger space to store your game saves. Sony has responded by creating this 8MB memory card, which incorporates Sony's "MagicGate" data encryption and authentication technology. This technology will come into play when Sony's broadband network strategy starts up (currently projected as some time in 2003). Each memory card is fingerprinted with a user's information so that if you buy something over the network, your personal information will be secure. For comparison, the PS1's memory card is 128k—this is 32 times the storage space.

## DVD-ROM

Using the DVD format, developers will no longer have to deal with space limitations of a CD. A single-sided, single-layer DVD-ROM can hold 4.9GB of data, as compared to 650MB of data on a CD-ROM. MPEG2 video compression means there will no longer be an excuse for grainy full-motion video in games. You'll get the sharpest video and audio possible out of this system. The drive used by the PlayStation2 reads CDs at 24x, and DVDs at 4x. It's on a motorized tray rather than a pop-open lid "because of the very, very high spin speed of the disc inside the drive. It wouldn't be possible to make a lid for that because of the enormous spin speed," SCEA's Phil Harrison says.

## Power Button

## Eject Button



Sony's booth at the Tokyo Game Show was mobbed by fans anxious to get a first-hand look at what the machine can do.





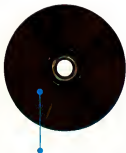
## Blue Disc

Standard, CD-ROM-based PlayStation2 titles will come on blue discs.



## Silver Disc

PlayStation2 games which are stored on DVD-ROM discs will be silver in color.



## Black Disc

Games designed for PlayStation3 will continue to come on black discs.

# PlayStation2 Game and Developer List

Here is just a sample of the developers and publishers already signed up to make games for PlayStation2. Specific game titles, although they may be tentative, are marked in blue.

Acclaim  
Activision  
Ageboc  
Artélink  
ASCII Corp.

Asmik Ace  
Atlus  
Bandai  
Bungie Software  
Capcom

Chen Soft  
Core Design Ltd.  
Crave Entertainment  
Dreamworks Interactive  
Eidos Interactive  
Electronic Arts  
Electronic Arts Square  
Enix

Fox Interactive  
From Software

A-Train 6  
Flower Sun and Rain  
Panic Surfing  
Sidewinder Max

Mobile Suit Gundam

Oni Masha  
EX3: The Street  
Fighter

XTIRE  
BBD2000  
Bust A Move 3  
Exotica  
Fighting Qfs  
Sonnette  
Star Ocean 3

Armored Core 2  
Eternal Ring



Choro Q HG

Genki  
GT Interactive  
Hasbro Interactive  
Hudson Soft

Idea Factory  
Imagineer Co. Ltd.  
Infogrames  
Insomniac Games  
Interplay  
Irem Software Engineering  
Jaleco  
Koei

Konami

LucasArts

Jade Cocoon 2

Bloody Roar 3  
Bomberman 2000  
Sky Surfer  
Wild Wild Racing

Kessen  
Soldierschild 2  
Drum Mania  
Jikkyou Powerful Pro  
Baseball 7  
Jikkyou World Soccer  
2000  
Gradus III & IV  
Mahjong Yarouze!

Midway  
Namco

Naughty Dog  
Oddworld Inhabitants  
Reflections  
SCEI

SNK Corp.  
Square Co. Ltd.  
Taito  
Takara  
Tecmo

The 3DO Company  
THQ  
Titus Japan

Ubi Soft  
UEP Systems  
Video System  
XING Entertainment  
Grand Prix  
Whoopee Camp  
Working Designs

500GP  
New Ridge Racer  
Tekken Tag  
Tournament

Munch's Oddysee

Dark Cloud  
Densen  
Fantavision  
Splash Dive  
Gran Turismo 2000  
The King and I  
I.Q. Remix  
Popolocrois Story III

The Bouncer  
Densha de GO!  
Choro Q HG  
Ninja Gaiden (Kunai)  
UNISON

Robocop  
Roadsters Trophy  
2000

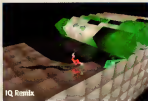
New Cool Boarders  
F-1  
Fighting Illusion K-1



Gradus III & IV



Wild Racing



IQ Remix

## PlayStation 2 Specifications

Model number: SCPH-10000  
Dimensions: 302mm(W) X 178mm(D) X 78mm (H)  
Weight: 2.1 kg (4 lbs., 10 oz.)  
Media: PlayStation 2 CD-ROM, DVD-RDM, PlayStation CD-RDM  
Formats supported: Audio CD, DVD-Video

### 128-Bit Emotion Engine CPU

System Clock Frequency: 294,912 MHz  
Cache Memory: Instruction-16kb, Data: 8kb + 16kb (ScrP)  
Main Memory: Rambus (Direct RDRAM)  
Memory Size: 32MB  
Memory Bus Bandwidth: 3.2GB/sec.  
Co-processor: FPU (Floating Point Unit)  
Floating Point Multiplay  
Accumulator x 1, Floating Point Divider x 1  
Vector Units: VU0 and VU1  
Floating Point Multiplay  
Accumulator x 9, Floating Point Divider x 3  
Floating Point Performance: 6.2 GFLOPS  
3D CG Geometric Transformation: 66 million polygons per second  
Compressed Image Decoder: MPEG2

### Graphics Synthesizer

Clock Frequency: 147.456 MHz  
DRAM Bus bandwidth: 4.8GB/sec.  
DRAM Bus width: 2560 bits  
Pixel Configuration: RGB+Alpha+Z Buffer (24+8+32)  
Maximum Polygon Rate: 75 million polygons/sec.  
Embedded Cache VRAM: 4MB

### Sound: SPU+CPU

Number of voices: 48 channels plus software  
Sampling frequency: 44.1kHz or 48 kHz (selectable)  
Sound memory: 2MB

### I/O Processor

CPU Core: PlayStation CPU+  
Clock Frequency: 33,868MHz or 36.864MHz (selectable)  
Sub Bus: 32-bit  
Interface types: IEEE1394, Universal Serial Bus (USB)  
Communication: via PC-Card (PCMCIA)  
I/O Processor memory: 2MB

Disc Device: CD-RDM and DVD-RDM  
Device Speed: CD-RDM-24x  
DVD-RDM-4x

### PCMCIA Type III

This port is where the broadband ethernet adapter cable will plug into the machine. There are also plans for a very large (we're talking 10's of gigabytes) hard drive connected here.

### Optical Out

Digital audio out capability, yeah!

### Power Switch

### AC Power In

### A/V-Multi Out



## PlayStation 2 F.A.Q.

**Q:** When will PlayStation 2 be released in Japan?

**A:** The official release date for PS2 in Japan is March 4, 2000.

**Q:** How much will the PlayStation 2 cost?

**A:** The price of PlayStation 2 in Japan will be 39,800 yen (about \$383).

**Q:** Is PlayStation 2 backward compatible?

**A:** Can it play PlayStation games?

**A:** Yes. PlayStation 2 can play the entire library of games made for the original PlayStation. It will not enhance them or speed them up in any way—they will play exactly the same as they do on the original PS hardware. Sony's goal is to make it 100 percent compatible with games made for the standard system, and decided not to enhance any of the graphics of original PS games. At the Tokyo Game Show, Sony showed off this aspect of the system, with it playing Hot Shots Golf 2, perfectly.

**Q:** Can I play PlayStation 2 games on my PlayStation?

**A:** No. PlayStation 2 games cannot be played on the original PlayStation.

**Q:** When will it be released in the U.S.?

**A:** It will be released in the U.S. and Europe in the fall of 2000.

**Q:** How much will it cost in the U.S.?

**A:** Sony has not announced a U.S. price for PlayStation 2, and probably won't until next spring/E3.

**Q:** Will it play DVD movies?

**A:** Yes—directly out of the box, PS2 plays DVD movies. It plays both dual- and single-layer DVD movies the same.

**Q:** What does the PlayStation 2 come with?

**A:** When you buy a PlayStation 2, you get the following things inside the box (this is for the Japanese system): one Dual Shock 2 analog controller, one 8MB high-capacity memory card,

one PlayStation 2 demo disc, one A/V multi cable and one AC power cord.

**Q:** How many games will there be at launch?

**A:** There will be 12 games available on the first day of the system's launch in Japan. While that number is subject to change, it looks like there'll be at least that. As for the U.S. launch, it's anyone's guess how many games there'll be.

**Q:** Why only two controller ports?

**A:** We're told by a Sony representative that it was a cost-saving measure to only have two controller ports on the system.

**Q:** Does it have a modem?

**A:** No. Sony has skipped over conventional modem technology, deciding instead to wait for broadband networking to catch on (such as cable modems, etc.). In 2001 (or later), Sony will begin its e-Distribution model which includes network gaming, chat, e-mail and shopping. You will have to buy a cable modem adapter when Sony's ready for that feature.

**Q:** Can I use the Dual Shock 2 or RMB Memory Card on the original PlayStation?

**A:** No. These are only for use with the PS2. However, you CAN use these with your old PlayStation games that you play on PS2.

**Q:** What packaging will PS2 games come in?

**A:** They will use plastic Amaray-type keepcases, already in use for DVDs.

**Q:** Can I use my PlayStation controllers, memory cards, PocketStation, etc. with PS2?

**A:** You can use all Sony-licensed peripherals with PlayStation 2—such as memory cards, joysticks and multi-taps. You will NOT be able to use any device that plugged into the original PlayStation's expansion slot, such as the GameShark. Sony themselves or licensed peripheral companies never released any devices that use this port.

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# Q-Mann Special Report

## Microsoft to wage war on Nintendo and Sony?

The Internet has been rife with rumor for months now, and magazines across the globe have printed speculative stories about Microsoft's plans like they were facts. Truth is, as we go to press, no one is prepared to go 'on the record' about what the machine is, or what it's capable of. Because of this, the Q-spy network unleashed its best agents into the field to uncover as much gossip as possible and assess whether or not it's likely.

**RUMOR** - Microsoft will announce X-Box at the November Comdex show in Las Vegas. **TRUTH** - Microsoft always makes big announcements at Comdex (if you want info on the show, check out [www.zdnet.com/comdex/](http://www.zdnet.com/comdex/)) and all of our sources have indicated a November 99 'revelation'. Watch the Web between Nov. 15 and 19 for confirmation.

**RUMOR** - The system itself will roll out fall 2000 with both Gateway and Dell signed on as early partners. Microsoft itself won't be building consoles, it'll be simply instigating the tech spec for the system and letting PC vendors build the things.

**TRUTH** - This is one of those things where we've had to rely on information from people who aren't prepared to go 'on the record' but the Gateway/Dell rumor is so widespread that it's virtually accepted as fact. Everyone we spoke to indicated that one or both of the companies would have a system out as early as September next year...possibly beating PS2 to the U.S. by a couple of months.

**RUMOR** - The specs of the machine have been rumored as all kinds of things, with reports appearing on MSNBC, in numerous magazines and on [www.videogames.com](http://www.videogames.com). The current rumors seem to be settling down to something that might well be feasible though. At its core the system will boast a 500MHz processor. Initially it was thought that this would be an Intel Celeron derivative as found in the cheaper PCs from manufacturers like Gateway or Dell (whaddyas know?). Recently though, it seems to be accepted that the CPU will be sourced from Intel archrival AMD. AMD's recently announced Athlon processor would fit the bill remarkably well. Regardless of who makes the thing though, it seems likely it'll clock in at 500MHz for sure. That's pretty damn fast, and puts it at a more than

comparable level in terms of raw computing power to both PS2 and Dolphin.

As for graphics, after all kinds of stories were bounced around, it seems that nVidia's GeForce 256 GPU has been settled on. For a long while it was thought that 3dfx's Woodoo 3 would be at the system's heart (wouldn't that be ironic, given their current anti-console ad campaign?) but this now seems unlikely. The cool thing about the GeForce is that it's not a graphics accelerator like the PowerVR or the Woodoo—the GeForce is actually a graphics processor (GPU) much like the Graphics Synthesizer in the PS2. What this means is that the GeForce will handle all of the graphics data, allowing the CPU to simply work on game logic and AI. Expect performance in the PS2 range from this baby...early PC demos of the thing produced some startling results. Check out [www.nvidia.com](http://www.nvidia.com) for more details, plus check stories on our PC Web site [www.gamespot.com](http://www.gamespot.com) for more info.

Other specific details are also hard to track. The story that MSNBC ran indicated the system would ship with a 'multi-gigabyte' hard drive for storing data, a 56k modem matched with an Internet Explorer-based Web browser, and 64Mb of RAM. Also expect all joystick



These screens are all taken from a PC running the nVidia GeForce GPU—the graphics processor rumored to be in the X-Box. The demo, which runs at a solid 60 frames per second, is pushing more than 5 million polygons around. Check out [www.wxp3d.com](http://www.wxp3d.com) for more images.

Microsoft's new Sidewinder Game Pad Pro is designed for the PC, but is this going to be similar to what we'll use to control X-Box games?



ports to be USB-based (so you can use pads like the seriously cool new Sidewinder Game Pad Pro, or the weird Dual Strike) along with outputs for standard composite video, S-video, VGA monitors and HDTV. Also expect a DVD drive, although no one seems to know if the thing will play movies as well as games.

**TRUTH** – No one's going to know anything until Microsoft finally unveils the thing at Comdex. This all seems very likely.

**RUMOR** – It's not Windows CE-based like the Dreamcast, it's based on a refined version of Windows 2000.

**TRUTH** – Our development sources have been most open about this. The fact that the X-Box is a play to establish Direct X as "the" games development environment is no secret. Look at the name of the system ferchrissakes! The version of the OS in X-Box will apparently be "stripped down" so that it doesn't have to worry about all of the billions of configurations that a normal PC could present. The Direct X element is the most important aspect of this though. For more discussion, check out the Final Word this month (page 308).

**RUMOR** – Developers already love the thing, because they won't have to pay a license fee.

**TRUTH** – Probably the most used quote about the X-Box came from an unnamed developer when he left the Microsoft press conference in London during ECTS in September. "When they tell you that the format will be PC-based, under \$200, DVD, ships with the nVidia GPU and it's internet capable, with no royalty fee for supporting it, you listen closely." Some of this may be a misquote (we're pretty sure they gave a different price) but the "no royalty fee" element is a really big deal. Whenever a company sells a game for the N64 or the PlayStation or the Dreamcast, a percentage of the money taken is immediately taken away and paid back to the "licensor". This (especially on N64 games) can produce a significant financial dent for the publishers and developers concerned. Producing games for X-Box is just like producing games for the PC. You make the game, you sell the game...you pay all the people who need paying with the proceeds. Publishers and developers like this, and are more likely to produce games for a system where they're in control of what happens to the money.

**RUMOR** – All PC games will run on X-Box.

**TRUTH** – Things are still a bit sketchy here. We won't know for sure until Comdex, but the indications seem to be that X-Box will run all

Direct X-based software. As for other stuff...who knows? General consensus as to why other consoles have been successful is down to their unique content. MSNBC's story on Sept. 13 puts things into perspective (if a little naively). "The only reasons for purchasing a Nintendo 64 are Super Mario 64, The Legend of Zelda, Wave Race, Donkey Kong 64 and GoldenEye 007. These games are made by Nintendo, and you can bet you will never see them legally marketed for any non-Nintendo systems in the near future. Sony has not released PC versions of Crash Bandicoot and Gran Turismo for the very same reason. If you want the games, you have to purchase the system. The only way X-Box will succeed is if it has great games that are only available for X-Box, not X-Box and PCs."

Quite how Microsoft could encourage X-Box-only games is unclear. It would be more likely that the machine is being developed to encourage a) all games content within the Windows environment to be geared toward X-Box, and not desktop PCs and b) all games development within the Windows environment to run under Direct X—shutting out all other APIs such as Glide or OpenGL (the 3D API recently announced for PS2).

**RUMOR** – X-Box is the beginning of the end of traditional PC gaming.

**TRUTH** – It could be. Microsoft has acknowledged that in the near future the "PC" is going to be very different from what it is now. Versions of Windows beyond Windows 98 are being designed to be modular so that they can adapt to different tasks. Bill Gates, in his typically visionary fashion, predicts a time where the "traditional" PC is no longer the be-all and end-all. He sees lots of cheaper machines working together that are all targeted toward different tasks. X-Box looks like it's the first step toward this idea.

**RUMOR** – It's going to be really cheap...under \$200.

**TRUTH** – The \$200 thing is probably a misprint from what someone, somewhere said in a whimsically enthusiastic frenzy. Everyone the Q's spies have spoken to seems to think that a price point of "less than \$300" is likely.



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## 'ZINE-O-PILE

### Game Rave

Published monthly \$2 by Jason Dvorak, 10405 S. Langwood Dr., Chicago, IL 60643. Issue reviewed: October 1999, version 3.10

Game Rave is a multiplatform gaming fanzine (with a sizable staff of editors) that focuses on two main subjects: reviews and codes. It includes reviews of both new and retro, domestic and import games. This issue features a bit of news on PlayStation2 as well as a long list of monsters created with various game CDs (both U.S. and import) for *Monster Rancher 2*. One of the most interesting pieces in this issue looks at the first 30 days of the Dreamcast in the U.S., and both criticizes and praises Sega for its actions. It's good to see the other side of the coin once in a while, and hopefully GR will continue to run these kinds of articles in the future. Recommended reading.



### The GIA

Located at [www.thegia.com](http://www.thegia.com), the Gaming Intelligence Agency focuses on news and previews of games the hardcore gamer is going to care about. That means coverage and reconnaissance on the latest games from Japan, the main focus being a heavy dose of RPG coverage. As part of its mission statement, the GIA "promises to provide timely, complete, honest, intelligent and interesting coverage."

Memorable features include a battle of the most useless RPG characters ever and an Awful Box Art Competition. The GIA also features fan-drawn artwork, strategy on some of the more popular RPGs (Japanese and U.S.), and daily news. If you consider yourself hardcore, make The GIA one of your daily stops.



# 514,000

DREAMSELLIN'

Sega sold this many Dreamcast systems in North America in the first two weeks.

## Honey, I Shrank SNK Vs. Capcom

SNK is introducing two new NeoGeo Pocket Color titles for the holiday season (with more to come). The biggest of the two is *SNK Vs. Capcom*, which will come in two forms. One is a card battle game, and the other is a true one-on-one fighting game. The fighting game is expected to be released in the U.S. this December. A non-playable demo version of the game was shown at Tokyo Game Show. It features the most popular characters and backgrounds from SNK and Capcom's most popular fighting games, including Capcom's *Street Fighter II* and *Darkstalkers*, and SNK's *Samurai Shodown* and *The King of Fighters*. An arcade and Dreamcast version of *SNK Vs.*

Capcom will also be introduced next spring. In *Beast Buster*, you're employed by death himself and you have to go out and do his deeds. This includes collecting things and bringing them back to him. There are a lot of monsters to kill along the way, and for each monster you kill, you "capture" its soul and you can use them to power up your weapons or create new ones. *Beast Buster* will also be available in December.

You'll find the NeoGeo Pocket Color system at electronic gaming retailers like *Electronics Boutique* and *Babbage's*, or you can order direct from SNK by visiting their home page located at [www.snkusa.com](http://www.snkusa.com).



Travel areas filled with gruesome monsters collecting items in *Beast Buster*. Or if that's not your speed, SNK and Capcom finally meet on the battlefield in *SNK Vs. Capcom* for NGPC.

## Dolphin to Use S3 Texture Compression

Nintendo and S3 Inc. announced a partnership, which will give the company's next-generation game console—currently called *Dolphin*—advanced texture-compression technology. The S3TC (S3 Texture Compression) technology will be embedded into the machine's graphics chip. According to Nintendo, this will result in clearer, more varied textures that will blur the line between fantasy and reality. Textures can be com-

pressed to one-sixth their normal size, yet maintain or improve the detail of the original. The textures require less memory, further reducing load times.

"In just the past few years, the graphic improvement in video games has been stunning. S3 will be a major force in accelerating the performance we'll achieve on the *Dolphin*," explains Howard Lincoln, chairman of Nintendo of America Inc. "With their unique graphics-compression technology, developers will be able to provide players with more complex and colorful graphics. Coupled with our previously announced strategic agreements with companies like IBM, Matsushita, Ariz and MoSys, incorporation of S3 technology will make *Dolphin* a console without equal."

*Dolphin* is still scheduled for a holiday 2000 release worldwide. The company recently said the first glimpse the general public will get of the machine will be at Space World 2000, next August. Matsushita (a.k.a. Panasonic) recently stated that the company will not bring its own *Dolphin* unit to the U.S. The company plans to introduce a *Dolphin*-capable DVD home entertainment machine in Japan.



An example of what S3's texture compression technology can do.

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## Tokyo Game Show Autumn 1999 Scrapbook


TIDBITS

### Come Get Some



THQ and Renaissance Pictures have signed an agreement giving THQ rights to develop and produce games based on Sam Raimi's cult horror classic *Evil Dead*. The first title will be a 3D adventure title called *Evil Dead: Ashes & Ashes*, for PlayStation and PC. Capcom's *Spawn* arcade game will be released on the Dreamcast in 2000 and PlayStation2 in 2001. LucasArts has canceled its plans for a PlayStation version of *Indiana Jones and the Infernal Machine*. Bandai will release *Gundam Side Story 0079: Rise from the Ashes* in the U.S. The game is based on the mega-popular Japanese series *Gundam*, currently being released in the U.S. under the Anime Village label, distributed by Pioneer. Agetec will release a two-CD add-on pack for *Armored Core* called, *Armored Core: Master of Arena* in the first quarter of 2000. Taito's *Psychic Force 2012* for Dreamcast is coming to the U.S. from Acclaim. Sega recently announced that the first Dreamcast network games will not hit shelves until first or second quarter 2000. Meaningful multiplayer network titles like *Half-Life*, *Baldur's Gate* and Sega's own sci-fi RPG *Frontier*, will not be released until the third or fourth quarter of 2000. Sega will release a version of *Sega Rally 2* minus network play in the meantime. Sega and Swatch have announced a partnership which will bring the Dreamcast such benefits as official Swatch time and the incorporation of clocks into games. You can all scratch your heads in a synchronized fashion.





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requires that one  
purge all unnecessary  
activities from daily life.

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# インタナショナル

## International News

### Shenmue Delayed, Phantasy Star Goes Online

One of the most anticipated Dreamcast games in Japan has had another setback. This time, Shenmue has been delayed until spring 2000 (no specific date set). Yu Suzuki's most ambitious project yet was originally slated for release in Japan on Oct. 26, but the game was notably absent in playable form at TGS. Just a week after the show was over, Sega announced the delay. It is unclear whether Shenmue will be released before Sony releases the PlayStation2 in Japan.

The game's complexity and graphic-intensive nature is blamed for the delay, although several new features of Shenmue have just been revealed. Shenmue Chapter One: Yokosuka will include a special fourth disc called Shenmue Passport. It includes such features as an online tutorial, Web board for high scores on various mini-games, plus a look at profiles of the various characters you meet in the game and more.

Sega showcased several new online games as part of a new campaign to get your Average Joe's online. Virtual On Gratorio Tangram, Chu-Chu Rocket, Dee Dee Planet, a new Sakura Taisen-themed Columbus puzzle game, a network Pachinko title and a networked horse racing game are part of Sega

Enterprises' big online push.

Speaking of online, the most talked about game before the show ended up being perhaps the biggest disappointment. Sonic Team's Phantasy Star Online was expected to be at the show, but instead was only present in T-shirt form at Sega's store. The quick glimpses of the game that were given don't tell you much about the game. What's known right now is that you don't have to play online. You can have AI characters in the rest of your party.

But one thing is clear: If Sega is to compete with Sony on the same playing field in Japan, something has to be done, fast. With Shenmue delayed, that leaves very few big titles that aren't arcade ports. Namco's continued support of the DC is especially unclear now that Tekken Tag for PS2 has surfaced. Are adding Passport features to games like Shenmue going to be the thing that sways players against PS2? We'll see.



Phantasy Star Online remains a mystery (cool logo though, eh), while models pose with a Shenmue motorcycle.



### Square's Busy Millennium: FFX, Chrono Trigger, Parasite Eve II...

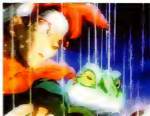
"A little old, a little new" is how Square's showing at the Autumn TGS can be described. The company showed off a handful of games, including Dew Prism, Cocoboo Stallion, Chrono Cross, Vagrant Story, Chrono Trigger and Parasite Eve II.

Parasite Eve II seems to look different this time...Aya appears to have gotten younger. The game takes place in September 2000, and once again brings Aya face-to-face with some of the most gruesome enemies ever faced by a human. Parasite Eve II is planned for a December release in Japan and next year in the U.S.

Chrono Trigger is being rereleased on the

PlayStation to lead up to the release Chrono Cross. This new version has special anime cut sequences throughout the game (including a new opening and ending). Chrono Trigger comes out in Japan in November. Currently there are no plans for a U.S. release.

Square will release Cocoboo Collection for the PlayStation on Dec. 22 in Japan. It will contain three games starring Square's unofficial mascot, including Cocoboo Racing, Cocoboo Stallion and a new title—Dice De Cocoboo (a board game). Square will host an event in Yokosuka, Japan on Nov. 23 where it will announce its plans for PlayStation2 and show Final Fantasy IX.



FOOTWEAR WILL NEVER BE THE SAME...



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PRESSURE

A SHOE COLLECTION PROCESSED BY

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## International Tidbits

### Viewpoint On/Off

American Sammy's N64 space shooter Viewpoint 2064 (a sequel to the Neo-Geo game) was first reported to be canceled but is now still on for a release in Japan in the spring.



### Resident Evil 2 DC

Capcom plans to release Biohazard 2 (a.k.a. Resident Evil 2) for Dreamcast in December in Japan. Previously, Code Veronica was a December release for the DC, but has since been delayed until early 2000.

### Namco Builds Monolith

Monolith Software is a new subsidiary of Namco, formed to concentrate solely on new games for the home market. Former employees of Square and Namco are heading up the company, and its first title will be an RPG scheduled for release in December 2000.

### Episode One Racer Sega Style

The same team that worked on Sega Rally 2 is



Success' successful cartoony shooter series Cotton comes to Dreamcast and PlayStation this December in Rainbow Cotton. A cute, anim  style witch shooting baddies? What's not to like?

putting the finishing touches on an arcade version of Star Wars Episode One: Racer for release on Sega's new Hikaru board (not NAOMI). This title will be different than the PC or N64 versions of the game.

### Aki Tames Animals

Sega showed off Animaster, a virtual pet breeding/racing simulation developed by Aki for Dreamcast at TGS. This is the game that will allegedly use a link between the Game Boy and Dreamcast. As for if and when that link is actually going to happen—it's anybody's guess. Animaster is scheduled for a 2000 release.



### Cotton Cushions Holidays

If you've never heard of Cotton, don't feel bad. It's a shooter series from Success that has only been released in the U.S. once (on the TurboGrafx-16). The company is bringing back the lil' witch for a new adventure this December on Dreamcast and PlayStation called Rainbow Cotton. Cotton has traditionally been a 2D series (there is one "3D" version called Panorama Cotton), and this is the first time it has been done in full 3D.



## IMPORT CALENDAR

### Valkyrie Profile



**Import Pick of the Month:** Valkyrie Profile, Enix (RPG)

#### PlayStation

- 10/28 Arc the Lad III, SCEI (RPG)
- 11/2 Chrono Trigger, Square (RPG)
- 11/18 Alundra 2, SCEI (RPG)
- 11/18 Chrono Cross, Square (RPG)
- 11/18 Runabout 2, Climax (Driving)
- 11/25 Valkyrie Profile, Enix (RPG)
- 12/2 Dragon Valor, Namco (Action/RPG)
- 12/22 Rainbow Cotton, Success (Shooting)
- 12/22 Chocobo Collection, Square (Misc.)
- Dec. Koudelka, SNK (RPG)

#### Dreamcast

- 10/28 Zombie Revenge, Sega (Action)
- 11/11 Chu-Chu Rocket, Sega (Puzzle)
- 11/25 Maken X, Atlas (Action)
- Nov. Giga Wing, Capcom (Shooting)
- Nov. Jojo's Venture, Capcom (Fighting)
- 12/16 Space Channel 5, Sega (Misc.)
- 12/23 D2, Warp (Action)
- Dec. Bakuretsu Muteki Bangaioh, Treasure (Shooting)
- Dec. Rainbow Cotton, Success (Shooting)
- Dec. Virtua Striker 2, Ver. 2000, Sega (Sports)

#### Nintendo 64

- 11/11 Viewpoint 2064, American Sammy (Shooting)
- 12/3 Custom Robo, Nintendo (Action)
- 12/3 Baku Bomberman 2, Hudson (Action)

#### Game Boy

- 11/21 Pok mon Gold, Nintendo (RPG)
- 11/21 Pok mon Silver, Nintendo (RPG)
- 11/25 Beatmania GBa Culture Mix, Konami (Misc.)

\*Schedule subject to change without notice. Consult your local import game store for the latest release information.



UNFORTUNATELY FOR YOU,  
ALL THE DUMB FISH ARE IN OTHER GAMES.

Sega Dreamcast  
IT'S THINKING

SEGA  
BASS FISHING™

— Cruise around Lake Paradise stalking crafty, mega-life-like lunkers that ponder time of day, weather, location, lure type and motion before deciding to chomp. Moving gills, slapping tails, bitchin' fishing.

sega.com





## OTHER SIDE OF THE POND

In the U.K., where the Dreamcast is launching on 10/14, Sega Europe is poking some harmless fun at Sony. This billboard, seen on a busy street, tells gamers that after Dreamcast launches, the PS has expired.

# Quartermann - Video Game Gossip & Speculation

**P**lenty of rumor this month, so much so that the Q-network has been able to expand its coverage this issue.

Not only do we have our usual rumors to share with you, but elsewhere we also have lots of gossip on the new console set for release from Microsoft. The core of this month's juicy stuff centers on the Dreamcast though, with some interesting tidbits cropping up from all over the world.

**RUMOR** - EA will be producing games for the Dreamcast within six months.

**TRUTH** - This one came out of nowhere as the Q's spies were hunting around, but it comes from a very credible source. Apparently the powers that be are very impressed with Dreamcast and how it has performed since launch. Rather than just hitting big on day one and then fizzling out the system has managed to sustain some impressive growth. This was what EA wanted to see...and that's why they're looking into porting a number of major franchises across from the PC. Nothing has been confirmed as we go to press, but it seems likely that we'll see Need For Speed (probably High Stakes), FIFA and maybe NBA Live 2000. Announcements are expected to be made at the end of November with release dates hitting in early 2000. Once this batch is out, expect to see a full lineup of the EA Sports 2001 games in late 2000. Madden on Dreamcast at last? Let's hope so.

**RUMOR** - Metal Gear Solid will hit Dreamcast within the next year.

**TRUTH** - Another big shock, but again, this is from one of the Q's more reliable sources. It's widely known that Microsoft is working with Konami on a PC version of the game—and it's now believed that part of the deal was to release the game (running under Direct X and

Windows CE) for the Dreamcast. It would certainly make a lot of sense...the PC version can be ported quickly and easily, Microsoft is keen to push the Windows side of Dreamcast (regardless of its own X-Box plans) and

Konami is already established as a Sega supporter. There's no 'exclusive' arrangement with Sony that we're aware of so the odds seem stacked in favor of this one.

**RUMOR** - The DC version of Half Life will include the PC mission pack too.

**TRUTH** - It seems that Valve, Sierra and Havas Interactive were as surprised as the rest of us when Sega announced it would be using Half Life to launch the online Dreamcast network. It's no secret that a 'work in progress' build of the game has been knocking around Sierra for a while...but nothing has been formally announced or committed to. Even now, The Q's spies have done some digging and it seems that yes, the game will be released, but it will be a seriously enhanced package with better graphics and lots of features skewed toward multiplayer gaming. Let's hope that Valve also decides to work on Team Fortress 2.

**RUMOR** - Die Hard Trilogy 2 is also coming to Dreamcast.

**TRUTH** - We're not pulling all of these DC rumors on purpose...it just seems to be the hot ticket at the moment. Our spies have learned from people at Fox that they would like to capitalize on the extremely high sales and demand for the Dreamcast gun that has stemmed from the popularity of MD2. One of the Q's spies even heard someone from Fox say, "They [Sega] need another gun game for that system, this could be one of them."

**RUMOR** - Dolphin is going to be L-A-T-E.

**TRUTH** - Doubtful. The Internet is rife with rumors that the machine won't make a 2000 release based almost entirely on the fact that Nintendo isn't planning on showing the thing until Space World 2000 in Tokyo next August. It now seems likely that we'll see a Japanese launch before the end of next year. The much-rumored 'global release date' seems highly unlikely. How many times have we been told that a system will release everywhere on the same day, only to find that there's a six-month gap between territories?

**RUMOR** - Ready 2 Rumble isn't just a game, it's a philosophy, man.

**TRUTH** - It seems Midway has found its niche and is going to exploit it with some considerable fervor. 'Arcade' sports titles are the way ahead for the company, with everything coming along in the spirit of Blitz, R2R and ShowTime. Titles to watch for...the inevitable Ready 2 Rumble 2, a Ready 2

Rumble Wrestling game which looks to be quite exciting (imagine a wrestling game that's even more extreme), a golf game as well as a soccer and baseball title.

**RUMOR** - The next San Francisco Rush game is going to be set in the '70s.

**TRUTH** - From what the Q's spies have dug up, it seems that the original idea behind Rush was to produce something with more in common with '70s cop show car chases than with a racing game. Unfortunately that never worked out, so the team is going back to its original design notes and looking into doing something in the spirit of classic car-chase movies like Bullitt. Cool.

**RUMOR** - Tomb Raider the movie is set for release next year.

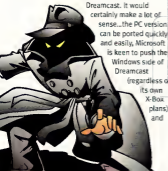
**TRUTH** - There's still no 'star' attached to the project, although Liz Hurley is still the number one choice of just about everyone. The story apparently takes place after Tomb 3 and sees Lara pursuing the 'Achilles Shield' through Antarctica and Asia. Directed by Stephen Herek (Bill & Ted's Excellent Adventure, Cruisers, 101 Dalmatians) we should see it in theatres by the fall. Assuming they find a girl to play Lara.

-The "Q"

## JAPAN TOP 10

1	Reshazard 3 Last Escape Capcom	
2	Dragon Quest I-II Enix	
3	Force's Mysterious Dungeon 2 Chun Soft	
4	World Soccer Jikkyu Winning Eleven 4 Konami	
5	Doko Doko Issyu SCEI	
6	Winning Post 4 Konami	
7	Dance Dance Revolution 2nd MIX Konami	
8	Iddai Janshi D Yousaikyaku Jaleco	
9	Mirra no Golf 2 SCEI	
10	Moderator 2 (Kabuto Kawagata Version) Imageepoch	

Weekly Famitsu, week ending 9/26/99





JOHN McCLANE STUNT DOUBLE # 56  
- ARM BROKEN NEAR SLOT MACHINES IN  
SHARPSHOOTERS DUEL WITH A RUSSIAN TERRORIST.

**DIE  
HARD**  
TRILOGY

VIVA LAS VEGAS





PRESS  
START

## TRACKING THE CHARTS

Thanks to more efficient communication of the sales data we receive from the NPD group (who collate the charts) we are able to bring you more up-to-date data than ever. This month we skip to September, rather than following on from last month when we printed the July chart. We have not printed the August chart. All references to previous chart positions refer to the last position printed in EGM.

# The Top 20 Best-Selling Games of September, 1999

## 1 - Final Fantasy VIII



Pow! Straight in at number one, selling in excess of 400,000 copies. Between this and the Dreamcast stuff, the reign of Pokémon in the Top Five is finally over. All rejoice! And all hail the mighty Square!



NEW

9.5  
Che

9.5  
Crispin

9.5  
Chris

9.5  
Shoe

## 2 - Madden NFL 2000



When the football season gets going, people want their Madden games, and Electronic Arts certainly knew what they were doing this year. Expect this one to be sitting around this point in the chart for months.



NEW

9.5  
Glan

8.5  
Shoe

8.0  
Che

9.0  
Shaw

## 3 - NFL2k



Well...it surprised us that Sega's biggest selling game on Dreamcast launch day was NFL2k. We were pretty certain it would be Sonic—but everyone has to be wrong sometimes. A beautiful game, justifiably popular.



NEW

8.0  
Glan

8.0  
Shoe

7.0  
Che

9.0  
Shaw

## 4 - Sonic Adventure



We really thought that Sonic would slot in nicely at number two, closely followed by Soul Calibur. But hey...that's just us. Sonic's triumphant return is further sign of Sega's return to form. Go Sonic! Go!



NEW

9.5  
Chris

9.0  
Glan

9.5  
Shaw

8.5  
John

## 5 - Gran Turismo



You drop the price to \$20, and whaddya know? All the people that really wanted a copy of Gran Turismo crawl out of the woodwork and buy it. SCEA must be very happy. It's still the best racing game out there.



---

9.5  
John

9.5  
John R

9.0  
Dean

9.0  
Kraig

6 Soul Calibur  
Namco



NEW

7 Pokemon Snap  
Nintendo



5

8 Driver  
GT Interactive



NEW

9 WWF Attitude  
Acclaim



NEW

10 Ready 2 Rumble  
Midway



NEW

11 NFL GameDay 2000  
Electronic Arts



NEW

12 Spyro The Dragon  
SCEA



---

13 WWF Attitude  
Acclaim



NEW

14 Crash Bandicoot WARPED  
SCEA



---

15 Star Wars The Phantom Menace  
LucasArts



NEW

16 Final Fantasy VII  
SCEA



11

17 Madden NFL 2000  
Electronic Arts



NEW

18 Legacy of Kain Soul Reaver  
Eidos



NEW

19 A Bug's Life  
SCEA



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20 Dino Crisis  
Capcom



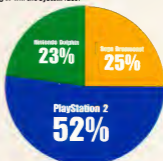
NEW

Source: NPD TRSIS Video Games Service. Call Mary Ann Perica at (560) 825-2945 for questions regarding this list. Top 5 game descriptions written by the EGM staff.

## VIDEOGAMES.COM POLL

### System Race

Based on what you know today, which platform do you think is going to win the system race?



Source: videogames.com main poll results for 09/01/99



JOHN McCLANE STUNT DOUBLE #18  
-HEADWOUND FROM HIGH SPEED WRECK WHILE  
ATTEMPTING EXTREME DRIVING DOWN VEGAS STRIP.



JOHN McCLANE STUNT DOUBLE #134  
- STEPPED ON PROXIMITY MINE NEAR  
ROULETTE TABLE WHILE BATTLING TERRORISTS

**DIE  
HARD**  
TRILOGY

VIVA LAS VEGAS

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START

# Coming Soon - December 1999

## November

Game Day Color

Alice in Wonderland - Nintendo	Action
Army Men - 3DO	Action
Babe and Friends - Crave	Action
Base Masters 2000 - THQ	Sports
Ballistics - 3DO	Action
Elly Baa's Heart's and Fishin' - Midway	Misc.
Bandaman 3D - Electro Source	3DO
Bubble Double Classic - Metro 3D	Puzzle
Deja Vu I & II - Vicarious	Action
Lordworm Jim - Crave Entertainment	Action
Eve Killeen - Rockstar	Action
FFA 2000 - THQ	Action
Geotopia - Crave	Action
Grand Theft Auto - Rockstar	Action
Hot Wheels Start Track Racing - Mattel	Racing
Jeff Gordon's NASCAR - ASC Games	Racing
Killer Leech - Crave Entertainment	Racing
Konan Rally - Konami	Racing
Magical Tetris Challenge - Capcom	Puzzle
Marble Madness - Midway	Action
Machos Racing - Nintendo	Action
Mc Multi - Infragames	Action
Ms. Pac-Man - Namco	Action
NBA Showtime - Midway	Sports
NFL Blitz 2000 - Midway	Sports
NHL 2000 - THQ	Sports
Odyssey Adventures 2 - GT Interactive	Action
Patch Carol - Tanna	Puzzle
Rampage Universal Tour - Midway	Action
Ready 2 Rumble Boxing - Midway	Action
Expatriate Time Machine - THQ	Action
Shamus - Telegames	Action
Speedy Gonzales - Electro Source	Action
Street Fighter Alpha - Capcom	Fighting
Test Drive Off Road 2 - Infragames	Racing
Thrasher: Skate & Destroy - Rockstar	Action
Towers: Lord Jarl's Deck - Telegames	Action
Toy Story 2 - Activision	Action
Utopia - Midway	Misc.
Vegas Games - 3DO	Action
Vigilante II - Vicarious	Sports
WWF WrestleMania 2000 - THQ	Sports

Game Day Color

4x4 Wheel - Polygram	Action
All Star Tennis - Ubi Soft	Sports
Army Men Air Attack - 3DO	Action
Ballistic - Infragames	Puzzle
Beasties - SouthPeak	Action
Centur's Palace 2000 - Interplay	Misc.
Commander 2 - Interplay	Action
Clock Tower 2 - 3DO	Action
Con Boarders 2 - 3DO Studios	Sports
Consider of Night & Magic - 3DO	Action
Danger Girl - THQ	Action
Darkspawn - Take 2	Action
Dukes of Hazard: Racing for Home - SouthPeak	Racing
Dune 2000 - Electronic Arts	Strategy
Euro in Command - Midway	Action
Fighting Force 2 - Eldos	Action
Flintstones Bowling - South Peak Interactive	Sports
Fortress Gun '99 - Polygram	Racing
Gleeve - Hudson Interactive	Action
Jackie Chan's Stuntmaster - Midway	Action
Juggernaut - Jaleco	RPG
Knockout Kings 2000 - Electronic Arts	Sports
Konami Arcade Classics - Konami	Misc.
Maxis VIX 2 - Banal	Shooting
Major League Soccer 2000 - Konami	Sports
Medal of Honor - Electronic Arts	Simulation
Missile Command - Hudson Interactive	Action
Mission Impossible - Infragames	Action
MTV Jams - Codemasters	Misc.
NBA Basketball 2000 - Fox Interactive	Sports
NBA ShootOut - 3DO Sports	Sports
NBA Showtime - Midway	Sports
NCAA Final Four 2000 - 3DO Studios	Sports
NCAA March Madness 2000 - Electronic Arts	Sports
Need for Speed V Rally 2 - Electronic Arts	Sports
No Fear Downhill Bike Racing - Codemasters	Racing
O' Quest - Hudson Interactive	Action
Rainbow Six - Red Storm	Action
Ready 2 Rumble Boxing - Midway	Sports

Revenge Racing - Interplay	Racing
Resident Evil 3 - Nintendo - Capcom	Action
Shao Lin - THQ	Fighting
Smurfs - Infragames	Action
South Park: Chef's Love Shack - Acclaim	Misc.
Spyro 2: Ripto's Rage - SCEA	Action
SuperCross Circuit - 3DO Sports	Sports
Test Drive 6 - Infragames	Racing
Test Drive Rally - Infragames	Racing
Thriller Skate and Destroy - Rockstar	Sports
Tiger Woods PGA Tour 2000 - Electronic Arts	Sports
TMX Motorcycles Hardcore Heat 2 - ASC Games	Sports
Teens Riding: The Last Revolution - Eldos	Racing
Teenage Movie Dies - Electronic Arts	Action
Toy Story 2 - Activision	Action
Twisted Metal 4 - 3DO Studios	Action
Vandal Hearts 2 - Konami	Action
Vegas Games 2000 - 3DO	Misc.
Vigilante II: Second Offense - Activision	Action
Warriors Amalgamated - Hudson Interactive	Action
Wipe Out: Shredin Style - Activision	Fighting

Game Day Color

Bioswasters 2000 - THQ	Sports
Bustle: The Global Assault - 3DO	Action
Crucial Circuit Pro Bowling - THQ	Sports
Creswick's Palace - Crave Entertainment	Misc.
Carmageddon - Interplay	Action
Destruction Derby - THQ	Racing
Dustup King 64 - Nintendo	Action
Kobe Bryant in NBA Courtide 2 - Nintendo	Sports
Knockout Kings - Electronic Arts	Sports
Major League Soccer - Konami	Sports
Manopoly 64 - Hudson Interactive	Sports
NEA Courtide 2: Featuring Kobe Bryant - Nintendo	Sports
NBA Live 2000 - Electronic Arts	Sports
NBA Showtime - Midway	Sports
Ready 2 Rumble - THQ	Action
Rainbow Six - SouthPeak Interactive	Action
Ready 2 Rumble Boxing - Midway	Sports
Resident Evil 2 - Capcom	Action
Rockin' Robert on Wheels - Ubi Soft	Action
South Park: Chef's Love Shack - Acclaim	Misc.
Supercross - Electronic Arts	Racing
Top Gear Hippiebike - Kemco	Racing
Toy Story 2 - Activision	Action
Sonic RAGE Wars - 3DO	Action
WWF WrestleMania 2000 - THQ	Sports
Xena Warrior Princess - Titan	Action

Dynasty Golf - Sega	Action
Centipede - Hudson Interactive	Action
Evolution: World of Sacred Defense - Ubi Soft	RPG
Fighting Force 2 - Eldos	Action
NBA Showtime - Midway	Sports
NFL Quarterback Club 2000 - Acclaim	Sports
Redline Racer - Ubi Soft	Sports
Ripper Riders - Sega	Sports
Sega Rally 2 - Sega	Racing
Sega Sports NBA 18 - Sega	Racing
Snow Zone - Activision	Sports
Street Fighter Alpha 3 - Capcom	Action
Test Drive 6 - Infragames	Racing
Vigilante II: Second Offense - Activision	Action
Virus Fighter 3D - Sega	Fighting

## December

Game Day Color

1942 - Capcom	Shooting
Glenn & Vic's Galaxy 3 - Nintendo	Misc.
Ghosts 'n Goblins - Capcom	Action
International Track & Field - Konami	Sports
Knockout Kings 2000 - Electronic Arts	Sports
Mission Impossible - Infragames	Action
NBA Courtide 3: 3 on 3 Challenge - Nintendo	Sports
Puzzle Master - Metro 3D	Puzzle
South Park - Acclaim	Action
Star Wars: The New Racer - Nintendo	Racing
Urban Chaos - Eldos	Action
WCW Mayhem - Electronic Arts	Action
Yoda Stories - THQ	Adventure

Game Day Color

Buster Master II - Sunsoft	Action
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Demolition Giant: Working Designs	RPG
Die Hard Trilogy 2 - Fox Interactive	Action
ESPN NBA Tonight - Konami	Sports
ESPN Outdoors Bass Fishing - Konami	Sports
Fatal Fury Wild Ambition - SNK	Fighting
Genie - Interplay	Action
Open Hurricane 2 - SCEI	Racing
International Track and Field 2000 - Konami	Sports
Iron Soldier 3 - Telegames	Action
Jeremy McGrath 2000 - Acclaim	Racing
South Park Rally - Acclaim	Action
Star Wars: The Force Unleashed - LucasArts	Action
Air Rivalry USA - Agenc	Action
Castlevania Legacy of Darkness - Konami	Action
Cyber Tiger Woods Golf - Electronic Arts	Sports
Excitebike 64 - Nintendo	Racing
Harrier 2000 - Video System	Action
Harriet Moon 64 - Matsuno	RPG
Jeremy McGrath Supercross 2000 - Acclaim	Racing
Lenny Tales: '92 Express - Infragames	Action
South Park Rally - Acclaim	Racing
Space Invaders - Activision	Action
StarCraft 64 - Nintendo	Strategy
Vigilante II: Second Offense - Activision	Action

Game Day Color

Amiga - Interplay	Action
F1 World Grand Prix - Video System	Racing
MDK2 - Interplay	Action
Microsoft Casual Flight Simulator - Konami	Simulation
Shadow Man - Acclaim	Action
Warriors Amalgamated - Hudson Interactive	Misc.

Game Day Color

Elster Master II - Sunsoft	Action
Dragon Mario Monsters - Eldos	RPG
Rainbow Six - SouthPeak Interactive	Action
Resident Evil - Capcom	Action
Wicked Swirl - Interplay	Sports

Game Day Color

Army Men Sarge's Heroes - The 3DO Company	Action
Indiana Jones and the Infernal Machine - LucasArts	Action
Jeff Gordon's NASCAR Racing - ASC Games	Racing
Misadventures of Tom Stone - Capcom	Action
Planet General Assault - Midway	Strategy
Road Rash Unleashed - Electronic Arts	Action
Shamus - Tanna	Action
Terraria - Interplay	Action
Tiger Woods & PGA Tour 2000 - Electronic Arts	Sports
Yarbul 2: The Evil Swine Return - SCEA	Action

Game Day Color

NHL Blades of Steel 2000 - Konami	Sports
Tanna - Activision	Action
Tony Hawk's Pro Skater - Activision	Sports
Castlevania - Konami	RPG
Glen Lenders - Sega	RPG
Resident Evil: Code Veronica	Action
Sega Sports NHL 2000 - Sega	Sports

Game Day Color

Over the Top - 3DO	Racing
Quake II - 3DO	RPG
Quake III - 3DO	RPG
Quake III: Team Arena	RPG
Lordworm Jim - Tanna	Action
Gambling Legends - Midway	Action
Konami Rally - Konami	Racing
Linear - Infragames	Racing
Lunar 2 Eternal Blue - Working Designs	RPG
PGA European Tour - Infragames	Sports
Rayman 2 - Ubi Soft	Action
Red Bull Rally 2 - Nintendo	Racing
Sleet Souber - Banal	Action
Spot Ops - Rockstar	Action
Team Buddies - Activision	Action
Test Drive Rally - Infragames	Racing
Wild Wild West - South Peak Interactive	Action
Yoda Stories - THQ	Adventure
Yoda Wars - Ubi Soft	Action
Lenny Tales: Deck Dodgers - Infragames	Action
Lenny Tales: Space Race - Infragames	Action
UEFA Striker Pro 2000 - Infragames	Sports



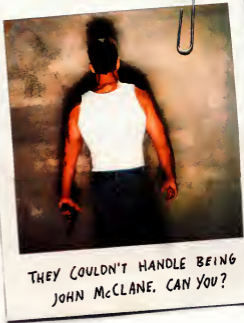
McCLANE IN 3RD PERSON ACTION MODE.



McCLANE IN SHARPSHOOTER MODE.



McCLANE IN EXTREME DRIVING MODE.



**JOHN McCLANE IS BACK.  
AND LAS VEGAS WILL NEVER BE THE SAME.**

IN DIE HARD TRILOGY 2 YOU CAN PLAY YOUR FAVORITE GAME  
OR MIX ALL THREE GAME STYLES INTO ONE INTENSE ADVENTURE.

YOUR ENEMIES HAVE ADVANCED AI, SO IT'LL TAKE BOTH STRATEGY  
AND SKILL TO SAVE HOSTAGES WHILE TRYING TO  
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Know you're gonna score.

The image shows a computer monitor displaying a website. At the top of the browser window, the address bar shows "http://www.world.com". The website header features the text "electronics boutique" in a stylized, mirrored font. Below the header is a navigation menu with the following items: "PC", "PlayStation", "Nintendo 64", "Dreamcast", "Game Boy", and "Warcinosh". The main content area of the website features a large photograph. On the right side of the photo, a young man with blonde hair and a goatee, wearing a yellow t-shirt, is smiling and looking at the camera while holding a black video game controller. On the left side of the photo, a woman with long blonde hair, wearing a red top and blue shorts, is sitting in a white modern-style chair, looking towards the camera. In the foreground of the monitor, a white computer keyboard and a white mouse are visible.

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# Lara Weller

We told you we'd show you Lara Croft as you've never seen her before...and here she is. **The 24-year-old professional model made her first appearance as Lara Croft at E3 in Los Angeles this May.** "It's taken a while to sink in that I will actually represent Lara Croft, but the more I think about it, the more excited I get about the whole idea," she commented before the show. "It's actually quite amazing since in the past people have mentioned that I remind them of the Tomb Raider girl!"

So how are things now that she's had the gig for a while? **"There are no bad things about being Lara Croft,"** she told the *Official U.S. PlayStation Magazine (OPM)*. "But I would like more outfits. I only have one outfit, but in the game she has like six or seven things that she wears." Fortunately, thanks to our friends at Eidos we were able to track down some pictures of Lara wearing something different for your viewing pleasure. Put your tongues away boys. It may not be the Gucci bikini from the game...but it's close.

**At 5'6" and measuring 34c-24-34, Lara Weller's statistics certainly reflect those of her 'new and improved' (read: less ridiculously busty) digital counterpart.**

We have to ask, is there a Mr. Lara Croft? "Boyfriend, yes," she told OPM. So has he asked her to wear the costume? "Ahhh, yes. He goes upstairs and says, 'Go put it on for the night, darling.'"

With four years experience as a lingerie and swimwear model plus interests in sport, travel and adventure, Lara Weller is an ideal body-double. "It's just great because Lara is such an active character," she says. "The pictures look great, and it makes me feel good, not like a boring catalog job. But, good lingerie is nice too because you feel really sexy wearing nice clothes."

We couldn't agree more. Ms. Weller has signed on as Lara Croft up until the game's launch around Thanksgiving.



A photograph of Lara Croft, the character from the Tomb Raider video game series. She is shown from the waist up, wearing her iconic teal, form-fitting, sleeveless outfit. She has her signature long, dark braid and is wearing dark sunglasses. She is holding a black handgun in her right hand, which is wearing a black fingerless glove. The background is a warm, golden-brown, textured wall, possibly made of stone or wood, with a faint, glowing circular shape on the left side. The lighting is dramatic, highlighting her features and the texture of her outfit.

**"I would like  
more outfits.  
I only have one  
outfit, but in the  
game she  
has like six or  
seven things  
that she wears."**

*- Lara Weller, Lara Croft model*



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# Young Lara

YOUNG LARA

16 Years Old



Possibly the most significant new feature of *Tomb Raider: The Last Revelation* is the fact that you spend a part of the game playing Lara in her more formative years. The three images we have on this page are the first to be released of Lara as a young girl. The initial level of the game takes place in Cambodia when Lara is just 16, and is effectively a training mode for the rest of the game. Treated as a flashback, the level tackles Lara's relationship with her mentor, Von Croy, and also introduces the player to all of the moves available in the game.



## Dave underestimated the party guests' hatred of charades.

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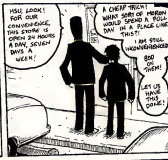
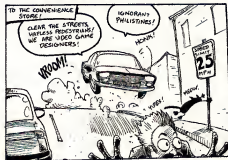
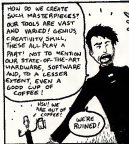


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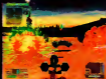
By Jeremy  
"Norm" Scott





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| Ⓢ Hughes   | Ⓢ Williamson |
| Ⓢ Johnson  |              |

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| Ⓢ Kemmerlys Motocross Park    | Ⓢ Astrodome             |
| Ⓢ High Point Raceway          | Ⓢ Atlanta, Georgia      |
| Ⓢ Southwick MX 338            | Ⓢ Pontiac Silverdome    |
| Ⓢ Hangtown Raceway            | Ⓢ Raymond James Stadium |
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**NOTES:**  
Previews marked with international symbols may or may not be released in the U.S. They are designed to run on Japanese or European PAL systems. Import at your own risk.

Chris Johnston, affectionately referred to as "Secret Turtle" around the EGM offices, just got back from his long trip to the land of the rising sun. When he was there, he covered TGS, Japan's equivalent of our E3 (for the non-enlightened, TGS stands for Tokyo Game Show, E3 is the Electronic Entertainment Expo). As you should know by now, TGS is where we got to see PlayStation2 in action for the first time. So in this month's previews, we bring you the first batch of PS2 screens (better get some towels to catch your drool...). From EX3 to Dark Cloud to Shin Ridge Racer to Drum Mania, it looks as though Sony's new machine will have all the major and minor genres properly covered...something the N64 can't even brag about.



**Caught on film:** EGM news editor Chris Johnston, crying to his mother because he's frightened by all the oddly dressed individuals in Tokyo.

Not to be out-spotted, the Dreamcast is some pretty heavy hitters coming along. Everyone's buzzing like bees about Resident Evil Code: Veronica and Crazy Taxi, both of which look fantastic. Code: Veronica may be delayed a little bit because of RE2 coming out for the Dreamcast (in Japan only, so far), so in the meantime, In case you're wondering why some of the screenshots don't look quite as good as others (example: Tekken Tag looks way better than EX3, but doesn't look it in the screens we have), it's because some images were taken off of promo tapes and such. Sometimes, that's how companies show off their games, ya know. 🐢

## TOP 5 Preview Picks

1. **Resident Evil Code: Veronica** Dreamcast, Q1 2000
2. **Gran Turismo 2000** PlayStation 2, March 2000 (Jpn)
3. **Tekken Tag Tournament** PlayStation 2, March 2000 (Jpn)
4. **Crazy Taxi** Dreamcast, Q2 2000
5. **Worms Armageddon** Dreamcast, December 1999

## What franchise would you most like to see continued on PS2?

source: videogames.com online poll

<b>Tomb Raider</b>	404
<b>Street Fighter</b>	486
<b>Resident Evil</b>	1800
<b>Final Fantasy</b>	3398
<b>Crash Bandicoot</b>	439



PREVIEW

# Climax Landers

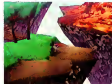
<b>Platform:</b>	Sega
<b>Developer:</b>	Climax
<b>Players:</b>	1
<b>Genre:</b>	RPG
<b>% Done:</b>	40%
<b>Release:</b>	Q2, 2000
<b>Site:</b>	None

**Web Address:** [www.sega.com](http://www.sega.com)

**The Hook:** One of Sega's best RPG developers returns.

**The Risk:** Took awhile getting here, didn't it?

**Get The Info:** Now the Dreamcast has twice as many RPGs as the Nintendo 64.



If floating islands filled with lava isn't enough for you, then you're better travelled than us. *Climax Landers* is filled with exotic locales.

There are no Pokémon in this game, but there are numerous amounts of funky little creatures. Here is a styrofoam bird.



## DI CAPITATE Leonardo

*Climax Landers* is better than *Titanic* at sappy scenes!



**C**limax. The name is famous for its outstanding Genesis/Super Famicom/Saturn titles in the form of *LandStalker*, *LadyStalker* and *Dark Savior*. Members of that team went on to produce *Alundra* for the PlayStation, and even more bizarrely, *Runabout* (Felony 11:79 here) for the PlayStation. Well, now they are back to their roots with an RPG that is widely anticipated for the Sega Dreamcast.

Delayed more often than *Climax* would care to remember (it was supposed to be released around launch in Japan), *Climax Landers* is often quite similar to the Dreamcast's other RPG, *Evolution*. Filled with randomly generated dungeons, the challenges in *Landers* are slightly different every

time you play. But more on that later.

At the start of the game, the gamer is treated to a cinema (rendered in real time using the game engine), which introduces us to the hero of the game, a fella by the name of Sword. He's talking trash to some chick and subsequently causes her to burst into tears. What a cad! As a result of this affront, Sword gets caught napping (not literally) by some vamin' all suited up in some red armor. Well, this rascal soon learns the error of his ways when Sword sends him packin', and from there, you're off on your grand adventure.

Your first challenge is a dungeon, five levels deep, which introduces you, immediately, to the basic battle engine. As you make your way through the randomly generated level you'll find that your potential enemies can be clearly seen ahead of time. At this early stage in the game, they tend not to attack you unless you choose to do so from a menu. Should you opt to whack-a-mole, you'll soon discover that not only can you attack with your sword, but that you also have some magic spells at your disposal as well. After your first few battles, you'll find that you "level-up" fairly fast, and with each few levels gained, your magic options increase.

While making your way through these dungeons, you are assisted by an auto-mapping function that clues you in to the upcoming paths available in the





Climax Landers features 10 VMU mini-games for the swashbuckler on the go!



Battles are turn-based, not real time as they are in games like *Zelda*. *Menu-mania*, just like *Final Fantasy*, but different.

labyrinth, or in an alternative mode, reveals the layout of the entire floor. The camera is adjustable via the shoulder buttons on the controller, although this doesn't seem to be of much help. During your travels you will find all manner of items strewn about the dungeon floors: fruits, weapons, armor, etc.

Once outside the underworld, the similarities with *Evolution* come to an end. Whereas *Evolution* had a small town to explore, and nothing else save for the dungeons, Climax Landers has a fairly extensive over-world, where you can interact with a large collection of NPCs. There are a lot of freaks to be found in the world of Landers: a bondage-inspired grandpa and Playboy bunny companion, a purple-suited superhero wannabe, a tribe of aboriginal indians, a mad scientist, you name it, it's in there.

Each funky character has his or her own locale, with the aborigines residence being a floating island filled with volcanoes and trees, and the superhero's being a funky futuristic platform. The interesting thing is how all of these disparate locations are connected by little paths in close proximity to one another. There are six or seven of these areas available from the outset, with a couple more waiting to be discovered. Perhaps the most interesting area is the giant floating turtle suspended with a fleet of giant balloons.

Developed by Climax founder Ken Naito (who was at one point or another, responsible for the previously mentioned *LandStalker*, *LadyStalker*, *Dark*

*Savior*, and even some of the *Shining* titles for the Genesis), Climax Landers is practically a greatest hits collection of his previous games' lead characters. Aside from the new characters like Rao the lion-man and Marion the Marionette, Lyle and Lady, respectively of *Land* and *LadyStalker*, return, as does Marlin the Elf from *Shining In The Darkness*.

Of course there are many other characters you will meet throughout this strange adventure, but it's certainly nice for a developer to acknowledge his past creations and to integrate them into a brand-new game such as this. While not as famous as *Final Fantasy*, Climax's past works speak for themselves and give Sega fanatics reason to be excited for its impending U.S. release.

Graphically the game is a pleasant blend of high-resolution textures and colorful environments. While the characters are a little simple (read: blocky), it looks as good as anything that has come before it. The frame-rate boils along at a smooth 30 frames per second, without hitch.

While screens of the game may indicate a *Zelda*-esque approach to the gameplay, you should be warned that combat and other battle functions are conducted in an old-school turn-based format. Attacks, defensive choices and item management are all conducted via a clear-cut menu selection.

Gamers wondering when exactly they would be able to use their VMUs for doing something other than raising those damn Chaos from *Sonic Adventure* will be happy to hear that Climax Landers features 10 brand-new VMU games for you to play. How's that for value?

Unfortunately, Climax Landers won't make it to our comfy shores until the second quarter of 2000, meaning that *Evolution* will be Dreamcast owners' only RPG option for the foreseeable future. However, with games like Climax Landers, *Grandia 2*, *Black Matrix*, *Eternal Arcadia*, *Baldur's Gate* and *Phantasy Star Online* (and eventually *ShenMue*) scheduled for release in the Dreamcast's future, the Dreamcast's RPG library seems like it will be filled with triple-A titles fairly quickly, which is more than you can say about the N64 in its three-year history.

Whether this is a must-have or a must-try remains to be seen, but from the evidence at hand, it seems as if Climax Landers has the DC's RPG library headed in the right direction. Thank god! 🐾



## OLD SCHOOL

## Shout-out



Climax Landers is filled with all sorts of old-school characters from previous Climax-helmed games. Lyle from *LandStalker* (Genesis) and Lady from *LadyStalker* (Super Famicom, a.k.a. Super Nintendo in Japan) have roles in Climax Landers, as does Marlin the Elf from Sega's *Shining in the Darkness*. No character from *Dark Savior* (Saturn) has been sighted in the game so far, but you never know.

The main hero of the game, puzzlingly named "Sword," is a fang-toothed swashbuckler of unknown origins. His goal is to figure out what the heck he is doing on a series of interconnected islands, one of which is a giant turtle held aloft by a flock of balloons. It's your job to help him meet his goal.





PREVIEW

# WWF Attitude

<b>Platform:</b>	Acclaim
<b>Developer:</b>	Acclaim Studios-Austin
<b>Players:</b>	1-4
<b>Genre:</b>	Action
<b>% Done:</b>	90%
<b>Release:</b>	October 1999
<b>Play On:</b>	N64, PS, GBC
<b>Web Address:</b>	www.acclaim.com
<b>The Good:</b>	WWF on DC!
<b>The Bad:</b>	Sadly, it has that rushed feel to it.
<b>And The Bob:</b>	Mankind, Kane and Triple H. Isn't that ugly enough?



Body slam 3.16, courtesy of Mr. Stone Cold.

If you haven't yet picked up Attitude for the PS or N64, the Dreamcast version will offer four-player action better than those two combined.



ROSET-DO

## Kaslam!

Wrasslin' or square dancing? You decide, punk!




It seems as if the 500,000-plus new Dreamcast owners won't have to do without WWF Attitude for much longer. For the millions of WWF fans who like their action lean 'n' meaty, and haven't actually gotten the N64 or PlayStation versions just yet, keep in mind that whatever those consoles can do, the Dreamcast can do better. We're talking about 60 frames-per-second, we're talking super-duper high resolutions, we're talking about no holds-barred, no compromises four-player wrestling mayhem.

All of the good stuff you're looking for will be in the Dreamcast version: 40 hard-core WWF housewreckers like The Rock, Stone Cold Steve Austin, D-Generation X, Mankind, Ken Shamrock, Kane, The Undertaker, Val Venis, Al Snow and all the rest of the troublemakers.

You'll be able to create your own Pay-Per-View Mode, and participate in a plethora of other competitions. European, Inter-Continental, Tag Team, World Heavyweight, Hard Core, Light

Heavyweight and Women's Belt. All these and more can be yours for less than the cost of the N64 version. Isn't life grand? In addition to all the various mode and match options is an extensive create-a-wrestler option that'll have you busy for days. You can customize your wrestler's move sets with moves from any of the wrestlers in the game. You can also customize the text on T-shirts, pants and jackets.

The 60 frames-per-second animation and the higher resolution are the primary things this game has over the PlayStation and Nintendo 64 versions. Other details, like a more animated audience is in the works, to improve the circus-like atmosphere only the WWF could provide. While the gameplay hasn't changed any, this should more than satisfy fans eager to get their hands on 128-bit wrestling.

Only on sale through November (due to licensing restrictions, etc.) WWF Attitude for Dreamcast will be Acclaim's last wrestling title until work begins on their ECW game. En, did we say ECW? 



All that wacky WWF action you've come to know and love is landing right here on your Dreamcast. Only now, you can do it in hi-res, at 60 frames-per-second. You can practically feel these big sweaty men hugging up on each other! Snuggle, snuggle!



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— Adapt or get squished as opponents catch on to your moves, rampaging at 60 fps through subways, walled arenas, and 11 other stages, or combine legendary fighters into a dream team of mayhem for Team Battle. Wear a cup.

sega.com



Virtua  
Fighter  
3TB



PREVIEW

## PET NAMES

You can say we get a little creative (and juvenile) when it comes to naming our worms. Here are a couple of office favorites:

- Shawn Smith's Pimps: Dolemite, Shaft, Superfly, Lando Calrissian
- Shoe's Boobies: Dolly, Pamela, Ann Marie, Wendy Whoopers

# Worms Armageddon

**Publisher:** Hasbro Interactive  
**Developer:** Team 17  
**Players:** 1-4  
**Genre:** Strategy  
**% Done:** 50%  
**Release:** December 1999  
**Also On:** PS, PC (Hasbro Int.), N64, GBC (Infogrames)

**Web Address:** [hasbrointeractive.com](http://hasbrointeractive.com)

**The Deal:** Bigger and badder worms. Who wouldn't want that? Wait...don't answer that.

**The Bad:** No Internet play. But that's OK, because this is a better living room party game anyway.

**And The Ups:** The names you and your friends will eventually come up with for your worms.

## OFFENSIVE

## Mass Destruction



Worms Armageddon contains super-duper weapons from the previous two games plus a few new ones. Pictured above is the Donkey (introduced in the PC Worms 2), which drops from the sky and levels all beneath it. Shown below is an air strike of sorts that passes right through the landscape like a dissecting knife through a worm.



Because you have to carefully aim or place weapons around the map, things go nuts when things don't go exactly as planned. Sure you might've shot that bazooka just right, but the explosion might bounce the target worm right back at you, knocking you off a cliff. Trust us...you're gonna laugh a lot with this one. A funny strategy game? Who'd have thunk it?

It wasn't that long ago that Ocean (now absorbed into the Infogrames collective) brought out Worms for the PlayStation and Saturn. The ultra (and when we say "ultra," boy do we mean it) addictive turn-based strategy game was an instant hit in the EGM offices. Those days, editors would lob grenades and launch air strikes against one another for hours. Then a couple of years later, Microprose brought out Worms 2. Alas, it was for the PC only. Even though Internet games were laggy and buggy, we still had a blast with the sequel. Now, the third game in the series is out for the PC, but we have our eyes forward for the console versions instead. After all, Worms is a hilarious party game...everyone has a much better time laughing and talking trash in the same room, in front of a TV, rather than typing the occasional "hahaha" or "lol."

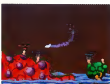
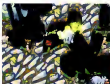
If you're not familiar with the concept, it's about teams of cute worms who are armed with deadly (and goofy) weapons. These teams are scattered about outlandish landscapes and forced to fight one another, until only one side remains. Only one worm moves and attacks at a time, and when his or her turn is up, the next team gets to have a crack with its own worm representative.

When your worm is up (umm...don't read too much into that phrase), you have to decide how you're going to get from point A to B. You can move

into a better spot for offense, burrow underground and take a defensive stance, parachute off a cliff to take the lower ground, teleport, grapple rope (with the famous Ninja Rope) to move closer to the enemy, teleport, etc., etc.

When you're where you want to be, you then have to pull out one of the many weapons at your disposal. Is the enemy standing on the edge of a dangerously high cliff? Then a baseball bat to the noggin should send him a flyer. What if he's in a valley? Throw a cluster grenade down at him. Other offensive tools include shotguns, mini-guns, dynamite, flame throwers, guided missiles, bazookas, mortars and more. Some of the more non-traditional attacks include Dragonballs and Fire Punches (yes, they're mocking Street Fighter), exploding sheep and old ladies, stinky skunks and the Holy Hand Grenade. And when you need to exterminate a whole field of worms, try one of the weapons of mass destruction, like a napalm strike or carpet bomb (which involves an explosive batch of carpet rolls being dropped from the sky). This game has over 70 weapon types, many of which are secret and can only be gained by collecting them from air-dropped weapon crates.

If the finished product matches the quality of the PC title, Worms Armageddon for Dreamcast is going to rock. Don't miss out on what will probably be the best party game for DC this year. 🐛



# TECH DECK



## TONY HAWK'S PRO SKATER



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BOB BURNQUIST



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RUNE GLIFBERG



ANDREW REYNOLDS



GEOFF ROWLEY



JAMIE THOMAS

\*SKILL NOT INCLUDED





PREVIEW



REMEMBER THIS GUY?

Back in the '90s you'd be hard-pressed to find an American who could name a single professional soccer team. But ask for a player, and Brazilian soccer superstar Pelé would always come to mind.

# Striker Pro 2000

- Publisher:** Infogrames
- Developer:** Rage Software
- Players:** 1-4
- Genre:** Sports
- % Done:** 90%
- Release:** February 2000
- Best On:** PS
- Web Address:** www.infogrames.net
- The Good:** DC owners have a decent soccer game to buy.
- The Bad:** Players seem a little robotic at times.
- And The Ughs:** Nothing ugly here.



Like NFL 2K, Striker Pro 2000 features silly-smooth animation and top-notch graphical detail. Seeing players move so fluidly in high resolution is most impressive. Now if we could only say as many kind things about the DC controller. Ugh.

## TRAINING MODE

### Practice

A training mode helps develop the fundamentals.



While it's true there are a lot of good soccer games out there, there aren't a lot for the Dreamcast. In fact, there are none. Infogrames has handily beat Sega and everyone else to the punch.

Because of this, it's tricky to compare SP 2000 to other soccer games. Think FIFA: Road to the World Cup, with sharper graphics and smoother animation to get an idea.

What jumps out at us first? Most definitely the analog control. It's more responsive than we've seen in other soccer games, the difference being the easy transition from jog to sprint or vice versa. Special moves benefit from the graceful animation as well. You can actually see the player's legs manipulate the ball in conjunction with the trick. Rage Software (the game's developer) claims some 9,000 frames of motion-captured animation is used in the game. It definitely looks it.



Striker Pro 2000 is good-looking, speedy and very playable. With a trio of attributes like that, how can it miss?



Graphically the title is pretty darn nice. Loads of polys and textures bring the sport to life in super detail. Yet having said that, once you back out the camera to a comfortable view, the fancy graphic detail becomes a non-factor. At that point the focus shifts to gameplay.

For the most part it's solid but a few things concern us. For one, the computer will switch control off your player as soon as you slide-tackle. This is uncomfortable as most soccer games let you follow through with the tackle, then switch after. The computer seems to jump the gun too quickly in other circumstances as well. A simple manual switch option would fix the whole thing. Let's hope they tweak that area before the final version comes out.

Striker Pro 2000 is no slouch when it comes to depth. Nine game modes challenge with everything from friendly matches to massive tournaments and championships. Even the Training Mode is extensive! You could spend loads of time just perfecting your shot and defending abilities.

Forty-four European, all the European National and 30 non-European teams are available. In addition, a unique certification feature rewards skillful play by opening up even more teams, including the U.S. team (there's no MLS license, though).

We're sure the DC will offer even better soccer sims down the road. But for the time being, Striker Pro 2000 is looking pretty nice. 🐾





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Photo courtesy of Mike Imagini



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## Resident Evil Code: Veronica

At the recent TGS, **Capcom's** Resident Evil Code: Veronica was shown in playable form for the first time, and new game details were unveiled. First of all, the game will ship on two GD-ROMs, one for each playable character (most likely Claire Redfield and Chris Redfield), and it features a zapping system similar to RE2. Sadly, the release date has slipped to "early 2000," though a playable demo will be bundled in with the DC version of RE2, due out in Japan in December.

If you've been following the game, you already know that it's the first fully 3D RE game, and that it centers around Claire's journey to Europe to find her brother, Chris. At TGS we learned that the game is going to be almost twice as large as RE3. We also learned that the 180° turn from Dino Crisis and RE3 is in the game. Rumor has it you'll be able to handle two guns at once at some points. And oddly enough, it looks as if the promised first-person mode may have been scrapped (at the very least, it wasn't in the TGS demo).

Needless to say, this is gonna be a hot one. More info to come...



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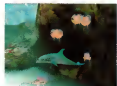
## Crazy Taxi

Even as **Sega's** Naomi title *Crazy Taxi* is enjoying its 15 minutes in arcades everywhere, the buzz about the Dreamcast version is reaching fevered heights. Those of you who haven't yet experienced this unique "occupation" game, we recommend you take it out for a spin at your local arcade—soon. Predictably enough, you drive a taxi and your goal is to cash in as much dough as possible within the given time limit of the game. An on-screen arrow guides you to your destination while you tear through an imaginary city landscape. Each successful delivery racks up your total fare and adds precious seconds to your game clock. The Dreamcast version of *Crazy Taxi* should be near perfect (running at 60 frames per second). It will also have exclusive new levels not seen in the arcade version. *Crazy Taxi* will be out **Q2 2000**.



## Ecco the Dolphin: Defender of the Future

For those of you old enough to remember, Ecco the Dolphin made his first appearance on the Sega Genesis back in 1992. **Appaloosa Interactive** plans to bring back this classic for a new adventure (to be published by **Sega**) on Dreamcast in **April 2000**. The game is set in a future world where dolphins and humans live in peace. But when a band of evildoers travels back in time to prevent peace from being achieved, only Ecco can stop them. As you progress through the game you'll travel back and forth through time, seeing both peaceful and chaotic versions of the future. Gameplay will be very reminiscent of the first two Ecco games—this isn't the first time our dolphin friend has had to travel through time. Along the way you'll meet aquatic friends (turtles, other dolphins) and enemies (sharks, jellyfish and squid). Appaloosa has done extensive research to make the game look as authentic as possible.



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#### Purrrfect game features:

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- Password stage access.
- User-friendly, intuitive commands are easy to learn.
- Catwoman features plenty of gymnastic-style fighting moves.
- Dramatic cinematic scenes between stages keep action going at a heart-pounding tempo.
- Stunning, full color backgrounds.
- Game design rewards covert strategy instead of mindless punching and kicking.



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Much like the cities that appear in Reflections' *Driver* on PC and PlayStation, the locales in Bizarre Creations' *MSR* are all faithfully modeled after the real thing. Using maps, topographic information and video footage, the team has built believable-looking cities that look just like the real thing. Couple this with the beautiful recreations of some amazing sports cars (the Honda S2000 looks amazing), this could turn out to be the Dreamcast's *Gran Turismo*.

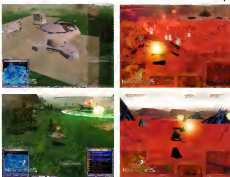
## Felony Pursuit

As you can probably tell from the screenshots, **THQ** and **Polygon Studios'** *Felony Pursuit* is still very early in development. Set in the 21st century, you play the role of a cop who has to chase bad guys. Think Reflections' *Driver*, only with the boot on the other foot. The press release claims that the game is set in a "city with too many vehicles." From these screens, it looks OK to us. If only our drive home were like this.



## Star Trek: New Worlds

It seems that **Interplay** is going to stretch out its final few moments with the *Star Trek* license. The PC version of *New Worlds* (whose screens are shown here) has been wowing gamers since it was first announced ages ago, and it seems that developer **Runicraft** is nearly ready to unleash the DC version too (set for release **early next year**). Real-time strategy, combat and resource management have never looked so good.



## MSR

You probably know lots about **Bizarre Creations'** *Metropolis Street Racer* already. So here are some more screens to go nuts over. Still **no release date** we're afraid. Doesn't it look great though?



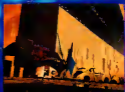
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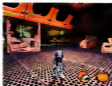
## PREVIEW GALLERY

## DID YOU KNOW?

MDK was originally supposed to stand for 'Murder, Death, Kill' before it was sanitized to the point of blandness when it became 'Max, Dr. Fluke Hawkins & Kurt' (the game's characters). Conservatism is alive and well and living in game company marketing departments.

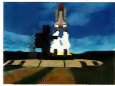
## MDK 2

When Shiny finally finished the original MDK for **Interplay**, it turned out to be a superb PC game which sadly didn't sell terribly well. Maybe it was the fact that the world wasn't ready for its weird humor...or maybe it was the dark, spooky graphics. Or maybe it was the bad guys who farted and wiggled their asses at you. The sequel, set for release in **December**, is being developed by darlings of the PC world, **BioWare**. Unlike the first game, MDK2 allows you to control all three of the eponymous heroes, Max, the six-legged dog sees lots of shooting action, Dr. Fluke Hawkins gets to wander around and solve puzzles, while Kurt gets some MGS-style action in that funky rubber suit. All three characters interact throughout the game and open up areas of the levels for each other. It looks great too.



## Incoming

The second game from **Rage Software** in the U.S. (after *Expendable*) will be coming this way in **October** from **Interplay**. Pretty much a straight translation of the team's successful PC shooter, it has you blasting incoming (geoddit?) aliens from a variety of vehicles and gun placements. It's low on brains and high on firepower—just hold down the fire button and blow everything away. Even though it's a couple of years old (on PC) it's still a damn pretty-looking game.



## Roadsters

Bearing a striking resemblance to **Titus'** previous sports car effort, *Lamborghini Roadsters* is, um...a racing game (for up to four players) featuring lots of open-top roadsters. Showcasing licensed 'open-top' cars from Toyota, Alfa Romeo, Mitsubishi, Ford, TVR and numerous others, the game seems to revolve around eight tracks that suffer from natural disasters. Quite how open-top cars and extreme natural phenomena were paired up is beyond us. **No release date** is set yet.



IMPORT  
TUNER

Presents

# Tokyo Xtreme Racer

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GAME INFORMER

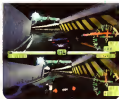
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## Space Channel 5

Imagine, if you will, a future where space aliens invade and methodically begin brainwashing the human race by tempting them with irresistible dances. And imagine you are Ulala, an up-and-coming news reporter for Space Channel 5, and the only way to win over your boss is by covering the story and saving the human race. That's what it's all about, baby, yeah! This is a combination of music and dancing games (like Bust-A-Groove) where you beat the aliens at their own mind-controlling dance. When they do their moves, remember the steps and then do them right back. You'll also have to shoot them to thin out their ranks. By the end of each level, you'll have a horde of people dancing with you. **Sega plans to release Space Channel 5 this winter in Japan.**



## Chu Chu Rocket

Sega's Chu Chu Rocket is the latest game from the infamous **Sonic Team**. It's an action-puzzle title for 1-4 players, and also supports network play. The idea is simple: Get as many mice into your rocket as possible while moving them away from your opponents'. They only move in one direction so you have to set down directional tiles so they go the right way. Modes of play include puzzle, stage challenge (for 1-2 players), four-player battle, team battle and network battle. It comes in two versions: one with a skeleton orange controller for 4800 yen (about \$45) and one without for 2800 yen (about \$25). It comes out in **November** in Japan.



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Sega Dreamcast



Think it's weird turning sideways like this? Try pulling Mach 2 while dropping 6,000 pounds of bombs on a target the size of a chili dog, for instance. Airforce Delta puts you in the pilot's seat as a top gun mercenary with the choice of over 30 different blood-rushing fighter planes. We're talking intense, and dare we say 'gut-wrenching' action.

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**Air combat so real you can taste it.**





## Evolution 2

Evolution was one of the first RPGs available for Dreamcast in Japan...you either played Evolution or...Seventh Cross (cough). Sting is now hard at work on Evolution 2, slated for a release **before the end of the year**. The biggest complaint about the original Evolution was that it's too short. Experienced RPG gamers blew through it in no time at all. Another complaint lodged against Evolution was that it was basically one town with a bunch of randomly generated dungeons. This time around, **Sting** has addressed all these issues. Evolution 2 takes place six months after the original and will have actual dungeons, different locations and a solid combat engine reminiscent of other great RPGs like Grandia. Let's hope Evolution 2 has an actual story this time around!



## Let's Golf

**Bottom Up** takes the Mina No Golf (Hotshots Golf) route and strives to be a fun, arcade-like golf game for the unwashed masses. Definitely good news for a system currently devoid of any golf titles as of yet. Let's Golf will be 60 fps, allow up to four players, will feature a Network Ranking Tournament, and support the Dreamcast Jump Pack. **Sega** will release Let's Golf on **Nov. 25**. No U.S. release date yet.



# Exercise your muscle to EXORCISE their souls

## SOUL FIGHTER

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An evil curse has fallen on the kingdom of Gomar, turning it's inhabitants into vicious creatures. A fearless warrior, female spy and powerful wizard have escaped the fate of their fellow villagers. They must now search for and capture souls in order to reverse the curse.

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- ▶ Choice of 3 heroes, each with their own set of weapons and fighting style
- ▶ Explore 3 huge worlds and battle over 40 unusual and powerful enemies
- ▶ Adventure to defeat 5 brutally boss Bosses



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Sega Dreamcast





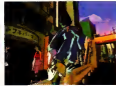
PREVIEW  
GALLERY

DID YOU KNOW?

Jojo is an Atlantic Bottlenose Dolphin who has been living and frolicking in the shallow waters of Providenciales in the Turks and Caicos Islands, British West Indies since 1980. He's one of the few dolphins who voluntarily interacts with humans!

## Jet Set Radio

Jet Set Radio was one of **Sega's** surprise highlights at TGS. There has been scant details revealed about the gameplay itself...with a little deductive reasoning, we've pinned it down to a rhythm-and-dance rollerblading game. As you can see, the graphics are simply amazing; they're highly stylistic and the motion-capture is cream-blastingly good. It all looks like some hipster Levi's jeans commercial. The screenshots you see here are all in real time. Yup. There's **no release date** for JSR yet.



## Jojo's Bizarre Adventure

Anyone who's ever seen Jojo's Bizarre Adventure in its anime form knows it's a total mindbender. It's a macho series with huge epic battles between men of the world. That said, **Capcom's** game based on the same series has captured perfectly the spirit of Jojo and his strange shenanigans. This month, the Japanese PS gets its (hacked CPS3) version of Jojo, but the DC version is the one to look for this **November**.



You must be **dreaming.**





## Vermillion Desert

This December, Riverhill Soft wages war on the Dreamcast with *Vermillion Desert*, a real-time strategy RPG set in the near future. The story takes place on a newly discovered planet with three different military forces wrestling for control of the different regions. Aside from commanding the action first hand, you can discuss strategies with your aides and plan out attacks. Here at EGM, we just can't get enough of tactics games.



## Rent A Hero No. 1

One of the more bizarre games to come out for the Mega Drive in Japan was *Rent A Hero*. You played a dubious superhero in a modern-day urban environment. In a somewhat celebrated return, *Rent A Hero* is back on the Dreamcast, this time in full 3D. Not much has been revealed about the game play except that it's an RPG with a lot of action elements (happening mostly outside of combat). **Sega** has not announced a release date yet.



## Godzilla Generations: Maximum Impact

*Godzilla Generations: Maximum Impact* already has one thing going for it—there's no possible way for this game to be any worse than its predecessor. And judging from these screenshots, it's looking much better graphically too. **Sega** will release *Maximum Impact* in December.



## Dreamcast Sequencer

Ever wanted to make your own music but were too cheap to buy any real equipment? Aside from using your Dreamcast as an online box, you can now use it to record samples and sequence instruments to produce your own music. There are a number of instrument samples from different genres you can choose from (blues, rock, jazz, techno, drum 'n' bass, R&B, etc.). **Waka Selsakujo** will release *Sequencer* this winter.



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# Castlevania: Legacy of Darkness

<b>Publisher:</b>	Konami
<b>Developer:</b>	KCE Kobe
<b>Players:</b>	1
<b>Genre:</b>	Action/Adventure
<b>% Done:</b>	60%
<b>Release:</b>	December 1999
<b>Also On:</b>	None
<b>Web Address:</b>	www.konami.com

**The Good:** It includes all the stuff Konami intended to include the first time around.

**The Bad:** It's extremely similar to the previous installment.

**And The Ugly:** The new sea serpent Boss seen in the game's first level.



By collecting power-ups, Reinhardt can upgrade his trusty whip in favor of a deadly morning star.



Bottom view

## NEW PLAY MODE

### Henry's Quest



Reminiscent of the Bomb Made in Resident Evil II—Dual Shock, *Castlevania: LOD* contains a brand-new play mode of its own.

Playing as Sir Henry, a gun-toting knight of the church, you must enter the castle and rescue six hidden children within seven of the game's days.

Unlike the other playable characters, Henry is restricted to just six stages, and his story is far less developed.

**W**hen considering potential names for the follow-up to its well-received *Castlevania* for N64, Konami might just as well have picked *Castlevania: Director's Cut*, because that's what *Castlevania: Legacy of Darkness* essentially is.

The game stars returning favorites Reinhardt Schneider, heir to the ancient Belmont clan of vampire hunters, and Carrie Fernandez, a young girl gifted with great magical powers, in addition to two newcomers—Henry, an honorable knight dispatched by the church to rescue six children from the infamous castle, and Cornell (a.k.a. Blue Crescent Moon), a powerful man-wolf Konami originally intended to include in the previous game before

ruining short on time.

While Henry's rescue mission supposedly takes place concurrently with Reinhardt's and Carrie's respective battles with Count Dracula, Cornell's adventure is set eight years before the events of the previous game.

Upon awakening from a century of enforced slumber, the Count dispatches an army of skeleton warriors to the man-wolf's village. After torching everything in sight, the re-animated creatures kidnap Cornell's only living blood relative, Ada. Using his enhanced sense of smell, Cornell follows Ada's scent to a place where mortal men fear to tread, the dreaded *Castlevania*.

Like Reinhardt and Carrie, Cornell has two primary attacks: a claw attack for close combat and an energy projectile attack for battling more distant foes. (Henry, by the way, has a sword and a six-shooter, which must be reloaded each time it is emptied. Finally, he did have the foresight to pack an infinite supply of ammo.)

Aside from a new opening stage set aboard a ghost ship (see sidebar), *Castlevania: LOD* is extremely reminiscent of its celebrated predecessor. Most of the settings are identical, and you are sure to encounter more than a few familiar enemies, including venom-spewing lizardmen, stained-glass knights, ghosts, harpies and the aforementioned skeleton warriors.



Bottom view



Bottom view

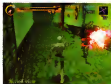


Bottom view



Bottom view

The forthcoming *Castlevania: Resurrection* for Sega Dreamcast will be the first title in the series developed by Konami Computer Entertainment America.



In addition to returning favorites Reinhardt Schneider and Carrie Fernandez, *Castlevania: LOD* has two new heroes—Cornell, a powerful man-beast Kenami originally planned to include in the previous game, and Henry, a knight of the church sent to Castlevania to rescue six kidnapped children.

Many of the game's time-based puzzles are similar, too; certain doors can be unlocked only during daylight or nighttime hours, and special characters roam their particular haunts only at designated times of the day.

One new feature is the ability to power-up your character's attacks by collecting special icons. Reinhardt, for instance, can now trade in his trusty whip for a powerful morning star, which can be upgraded yet again to emit bolts of energy. The effect is less dramatic on most of the other characters; Cornell's and Carrie's energy attacks, for instance, simply change color to signify their greater power.

Another addition of note for all of you Expansion Pak owners: *Castlevania: LOD* can utilize the pak to

run in the N64's High-Res Mode. As these screens indicate, however, the improvement isn't particularly noticeable. (The graphics still look a little too blurry for our liking.)

While Reinhardt's, Carrie's and Cornell's missions are full-fledge quests complete with elaborate cutscenes and puzzles, Henry's mission is more of a bonus game similar to the Bomb Mode in *Resident Evil II—Dual Shock*.

In *RE II—Dual Shock's* Bomb Mode, the player had to scour the zombie-infested police headquarters in search of several ticking time bombs. Similarly, in Henry's mission, the player must find and rescue six kidnapped children in seven of the game's days, which, incidentally, are accelerated and not based on real time. Puzzles are virtually non-existent, and the player is restricted to six zones—Silent Forest, Castle Wall, Annex to the Evil Castle, Underground Passage, Underground Waterway and Outer Wall. The game ends after all seven days have transpired or after all six of the children have been rescued. In the finished game, you will earn a special bonus by rescuing each child and then saving your data.

While *Castlevania: LOD* isn't the full-fledged sequel many gamers might have wanted, the new characters and play mode are interesting additions, nonetheless. What's more, given the fact that Konami is hard at work on the first Dreamcast installment of the series, this might be the final opportunity for N64 owners to clash with the Count. 🐾



## BOSS ENCOUNTERS

## Sea Serpent

Like its predecessor, *Castlevania: Legacy of Darkness* is loaded with larger-than-life baddies, such as this fearsome sea serpent, which attacks your vessel while it is en route to Castlevania. To survive, you must escape the watery deathtrap and face the beast on more solid footing.





# Turok: Rage Wars

<b>Publisher:</b>	Acclaim
<b>Developer:</b>	Acclaim Studios-Austin
<b>Players:</b>	1-4
<b>Genre:</b>	Action
<b>% Done:</b>	90%
<b>Release:</b>	November 1999
<b>Also On:</b>	None
<b>Web Address:</b>	www.acclaim.com
<b>The Good:</b>	A much improved Turok-style deathmatch experience.
<b>The Bad:</b>	This should have been part of Turok 2.
<b>And The Ugly:</b>	Perfect Dark won't be out until next year.



Even the most basic weapon in *Rage Wars*, the Warhammer, packs a skull-crushing punch. Its secondary attack is even nastier.

Your big green pal misses you. Say "hello" with your mini-gun.



## PERSONALITY

### Mini-Me



In *Turok: Rage Wars*, it isn't simply a matter of "pick a character and go." There are 17 characters to choose from, although most must be unlocked by beating the trials in the one-player mission mode.

Among the benefits to reap and customize your character with are: 19 ranks, 25 alternate skins, 50 medals, etc. You can select Turok, Adon, Fireborn, Raptor, Miltes and the bosses from the first *Turok*, like the Campaigner.

With all of these options, gamers will find themselves very attached to their characters, especially since the secrets are based on performance. The better you do, the sharper your skills become, which will be reflected in your character itself.

**T**urok is back! The dinosaur hunter, having had a triumphant sequel tucked neatly under his belt, is now returning to the N64 for another swipe at the FPS-crown. No, it's not *Turok 3*. Instead, Acclaim Studios-Austin has set about creating a console-friendly deathmatch-only first-person shooter. Since Quake 3, Unreal Tournament and Team Fortress are likely to be PC only for the foreseeable future, this is the only game in town this holiday season for furious deathmatching.

When asked what led the Austin team to develop a deathmatch-only game, producer Dave Dienstbier said, "We knew of Quake III Arena, and of course we thought it was a good idea, but the idea for *Rage Wars* started a long ways back, even before we finished *Turok 2*. *Rage Wars* was born out of knowing that we couldn't flesh out all our multiplayer ideas in *Turok 2* in time for the holiday season. Multiplayer games are what give a game its 'legs' well after gamers have beaten the single-player game, so we figured that the time was right for an over-the-top deathmatch *Turok* experience. *Rage Wars* is deathmatch from start to finish."

Turok fans who are wondering what sort of features they will find in the game can rest easy.



There will be a slew of single and multiplayer options. The game also features 36 maps and a billion weapons, both old and new (some examples include Inflator, Warhammer, Shotgun, Assault Rifle and Scorpion). Most feature a secondary fire function, practically doubling the number of attacks available.

There are some new weapons that can alter the strategies you use in the game, especially during team play. Dienstbier says, "We've gone back and decided that there were a couple of weapons from the original *Turok* that we liked—so people will get the chance to wield a proper mini-gun against their friends. The cerebral bore is back. There's also the Iron Claw and the napalm gel, which is particularly interesting. With the napalm gel, you can stick it to anything in the game including players and detonate it manually. This can lead to some interesting tactics. Let's say your teammate has very low health, and you know that another shot will do him in. You can cover him with Napalm Gel, send him into a pack of your opponents, and detonate him right in their midst. All kinds of confusion will take over!"

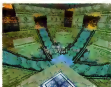
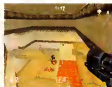
Other weapons like the Turret will offer even more strategic possibilities for players. For example, if you are interested in guarding a hallway, you can throw down the Turret (which automatically fires on any approaching enemies) and use it to watch your back



As in *Turok 2*, there are even some underwater passages that you can swim through to sneak up on an opponent from behind.

## "Even the warhammer has a powerful duality, adding rocket-propulsion to its head-crushing power."

Dove Dienstbier  
Creative Director for the Turok series



while you wait for any oncoming visitors. You can mount the Turret on either the floors or walls, making it a particularly useful weapon.

There are a number of features that make *Rage Wars* interesting. To begin with, you can play with or against three other friends, while adding a certain number of computer-controlled "bots to the frenzy. With 36 different deathmatch levels to choose from (which are dependent on how many gamers are playing for optimum balance, i.e., fewer players have a smaller arena so no one goes for too long without seeing an opponent), there are more than enough levels to play without seeing the same one over and over again. In the event that no one is home (or you simply don't have any friends) you can play in any of the deathmatch levels with CPU-bots only. In addition to that, there is an extensive one-player "mission mode" that rewards the player for making progress. Spread out over a large series of personal challenges designed to inaugurate the novice player, the difficulty soon leap-frogs to levels that will have hard-core veterans crying for their mama. Based on your success and performance in the mission mode (i.e., number of frags, hit

percentage, etc.) you will be rewarded with various secrets, such as extra character skins or weapons. Adding to the customization, you are prompted to select your own specific weapon library before gameplay even starts, allowing players to become comfortable with their favorite weapons. Here's what Dienstbier had to say: "Each character can hold five weapons from the 16 that are available. This way, gamers who like heavy-duty firepower can pick those kinds of weapons, while gamers who prefer stealthy tactics can pick sniper weapons and such. The awards system also builds over time with the character. Depending on your accuracy, or total victories, etc., you can unlock new character skins, game modes and weapons. You can save your customized characters and bring them to a friend's house, and see whose character is better. Weapons are very cool, since each one has a duality, just like they did in *Turok 2*. Personally I like the shotgun's duality. In its second form, it'll pump four times and let out a continuous blast of shotgun ammo. It's very awesome. Even the warhammer has a powerful duality, adding rocket-propulsion to its head-crushing power."

As of this writing the game is nearly complete and going through rigorous bug-testing. The game speed has been increased (which is important in the age of *Quake 3* and *Unreal Tournament*), and things like the particle effects and other subtle features have been optimized to ensure smooth gameplay, even in the frantic four-player split-screen mode.

With *Perfect Dark* out of the running this holiday season, *Turok: Rage Wars* may literally be the only game in town when it comes to first-person shooters. Even if it weren't, it remains a compelling game that shooter fans should definitely investigate when it arrives on store shelves this November. 🎮



### WER ARSENAL

## Ch-Chak!

Gentlemen, select your weapons!





PREVIEW

# South Park Rally

<b>Publisher:</b>	Acclaim
<b>Developer:</b>	Tantalus
<b>Players:</b>	1-4
<b>Genre:</b>	Racing
<b>% Done:</b>	70%
<b>Release:</b>	January 2000
<b>Also On:</b>	PS, PC
<b>Web Address:</b>	www.acclaim.com
<b>The Good:</b>	Different modes of play and lots of characters from the South Park universe.
<b>The Bad:</b>	Still way too early to make any sort of assessment.
<b>And The Edge:</b>	Religious organizations after seeing Satan taking out Jesus' cloud.



Big boned or fat ass...regardless, Cartman is a force to contend with in his police bike/Big Wheel hybrid.



It looks like your run-of-the-mill mascot kart racing game, but South Park Rally has a few new ideas going for it.

## CHARACTERS

### Roll Call

More than 20 characters from the world of South Park are playable, from Big Gay Al to Damien. Initially, you can select from eight racers, but more are unlocked as you progress. To the dismay of some editors, Mr. Hankey is only a power-up item.



Perhaps the easiest and most popular spin-off game to produce has been the mascot racer. Mario has had one. So has Sonic, Bomberman, Chocobo and Crash Bandicoot (note to Sony, there's still time to rename it "Crash BandiKart"). And now Acclaim is about to give South Park, one of the hottest (and most controversial) pop-culture licenses, the same treatment with South Park Rally. A logical move, considering South Park's current peak in popularity (TV show, feature movie, merchandising) and the fact that mascot racers tend to sell moderately well. The real question will be "How is this different from any other racing game, mascot-themed or not?"

The focus of the game is more on the interaction



between players rather than straight old-fashioned racing. Because of a more mission-based objective, players are encouraged to go after each other before crossing the finish line. There are seven tracks (all set in "real" South Park locales) in the game, and for each track, there are 12 possible modes of play. Each mode is based on a South Park holiday, such as Christmas or Cow Days, and up to four players can participate.

Each vehicle is specific to the character behind the wheel. Stan is in his father's hot-rod, Grandpa races a wheelchair equipped with jet rockets, and Officer Barbrady exerts his 'authori-tay' from his police cruiser. As with most multiplayer racers, a variety of power-up items are littered about the course. Chef's Chocolate Salty Balls, the Mexican Staring Frog and Mr. Hankey the Christmas Poo are just some of the various weapons. Adding to the authenticity are show creators Trey Parker and Matt Stone, who along with Isaac Hayes (the voice of Chef and the singer of the theme from *Shogun*) have once again lent their voices to create over a hundred new soundbytes for all the characters.

South Park Rally should hit the stores this December, just in time for the frantic holiday shopping season. It makes you wonder how many unsuspecting mothers will pick it up for their kids, thinking it's a harmless cartoon. Maybe the sight of Satan taking out Jesus' cloud will tip them off? ☹



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PREVIEW

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For farmers with access to the Internet (don't they all?), [www.eharvest.com](http://www.eharvest.com) has your latest farming news and info.

# Harvest Moon 64

- Publisher:** Natsume
- Developer:** Victor Int. Software
- Players:** 1
- Genre:** Sim/RPG
- % Done:** 50%
- Release:** December 1999
- Also On:** None
- Web Address:** [www.natsume.com](http://www.natsume.com)
- The Good:** If it's your cup of tea, it can be very addicting.
- The Bad:** This is as non-mainstream as games get. It also gets rather monotonous.
- And the ugly:** That guy who's dancing with the girl of your dreams at the Flower Festival.



Besides tending to the crops, you must care for the animals. Brush 'em, feed 'em, love 'em. They'll make you good cash.

## WHAT'S NEW?

### Farm Fresh

So what's new? Besides a new, adjustable isometric perspective...plenty. A new part-time job system will give you access to new areas, help you recover lost energy (needed to keep working through the day) and earn you money, of course (for example, if you help a local man build a bridge, he'll compensate you for it). The part-time jobs conveniently show up the most in the winter, when income from farming is at its lowest.

You can also make money by betting on horse or dog races. You can even enter your own horse or doggie for bigger earnings. Let's hope uptight parents don't get their panties in a wad over this like they have with Pokémon card "gambling."



Things are a little different on Harvest Moon's world. Ugly monsters aren't the enemy here, inclement weather is. Experience won't raise your character's level, but it may upgrade your garden hoe. You won't find any evil tyrants trying to rule the universe...our little hero's biggest concern is getting a little action from the ladies.

Harvest Moon 64 isn't like anything else you've seen on the Nintendo 64. It's a romance RPG and a farming simulation (yes, you read right...a farming simulation). As a young boy who just inherited your grandfather's farm, you must...ummm...farm and make a living for yourself. A typical day starts off like this: Go into town, buy some seeds (appropriate for the season at hand), go back, clear some land, till the soil, plant seeds, water seeds, then go to sleep. If you take care of your crops properly, they'll soon be ready for harvest. Now, sell the corn, potatoes or whatever, and make some cash! With the new dough, you can buy more seeds, different farm equipment and even livestock for bigger and better profit (you can sell a cow's milk or a chicken's



eggs or a sheep's wool). And don't forget about the little things in video game farm life. Brush your horse regularly to keep him happy, and always bring the dog in when it's raining outside.

But what's the point of all this work? To get laid, of course. You will meet several girls in town who are deserving of your attention. Woo them by buying them flowers or bringing them a yummy cake. Keep working it and eventually, one will marry you...but only if your home looks OK (use some of your hard-earned bucks to pretty up your house with stuff like rugs or full-blown additions, like kitchens or bathrooms). Be careful—some of the other guys in town may get jealous if you're chasing after the same gals they are. (These other suitors may actually treat you differently, altering the game's dialogue and story line a bit. Harvest Moon 64 has over 400 different subplots, and which ones you'll see depend on how you play the game.)

The Super NES and Game Boy sleeper hits received many a kudo for their original, non-linear gameplay. Now, the 64-Bit big brother is serving up more of the farm-fresh goodness, complete with a graphical overhaul (the animals are just too cute now) and a few new features (see sidebar). It's still not a game for everyone, but those looking for a seriously different gaming experience should give Harvest Moon 64 a whirl. Oh, and it's safe for the entire family too. 🐾



The gal with the pink hair wants you to grow a special flower for her. If you do...you may just get lucky. Don't forget to water it!



**3dfx PC Accelerators. There's a better way to game.** There's a reason why you're not still playing with stuffed animals. There's also a

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Voodoo graphics accelerator, the performance and visual effects on your PC will blow your console out of the water. So check one out today.

And leave the coloring and stuff to the console guys. For more information, check out [www.3dfx.com](http://www.3dfx.com). **So powerful, it's kind of ridiculous.** **3dfx**

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# Know the Difference.

A large illustration of Rayman, a yellow, rabbit-like character with large ears and a purple tunic, floating in the air. He has a large, pink, oval-shaped object (possibly a shoe) attached to his bottom. A large, glowing, multi-colored hand is visible in the upper left corner.

This is Rayman®, star of the massive 3D action-adventure, Rayman® 2 The Great Escape. Beware of cheap imitations! Only Rayman can save all.

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A. Rayman 2: The Great Escape



B. Ray: The Great

1. \_\_\_\_\_

"...the most detailed and lush game on the N64 ever."

—EGM

2. \_\_\_\_\_

"...a magnificent, challenging game..."

—GamePro

3. \_\_\_\_\_

"...an instant entry for game of the year."

—Gamers Republic

4. \_\_\_\_\_

"Truly inspired design."

—Nintendo Power

1.A:2.A:3.A:4.A



# South Park: Chef's Luv Shack

<b>Franchise:</b>	Acclaim
<b>Developer:</b>	Acclaim Studios-Austin
<b>Players:</b>	1-4
<b>Genre:</b>	Misc.
<b>% Done:</b>	85%
<b>Release:</b>	November 1999
<b>Play On:</b>	PS, DC, PC
<b>Web Address:</b>	www.acclaim.com
<b>The Good:</b>	A Mature (M) rating preserves all the raunchy humor of the TV show.
<b>The Bad:</b>	Repeat questions diminish the challenge and humor.
<b>And The Ughs:</b>	Two words: anal probes.



Rectum? Damn near killed 'em! Answer seven out of 10 questions correctly within the allotted time to prevent Cartman from being anal probed.

## MINI-GAMES

### Kitty, No!

From Donkey Kong to Warlords to (ahem) Asteroids, many of Chef's Luv Shack's Action Rounds lampoon classic arcade games. Others, such as Huntin' and Killin' with Jimbo and Ned, re-create scenes from the TV show.



**S**outh Park Cable Access welcomes you to Chef's Luv Shack, the sexiest, sultriest, most soulful game show on earth.

This month, EGM previews not one but two new South Park titles for N64. (Nobody can accuse Acclaim of letting a perfectly good license go to waste...) While South Park Rally is a Mario Kart-style racer, South Park: Chef's Luv Shack is an irreverent game show parody that tests your knowledge of South Park, pop culture and Leonard Maltin.

While the rules are similar to Jeopardy!, the categories—Foul Balls, Styx and Twigs, Giant Japanese Monster Bad, Famous Gay Cowboys, etc.—are decidedly more offbeat.

Like junior college, the game's questions are all

multiple-choice, saving you the agony of typing on an on-screen keyboard. Here's a sample:

Male vocalists without balls are known as:

- Geldings
- Unichs
- Castrati
- Backstreet Boys

While we're all in favor of Backstreet Boys bashing, the questions—which were written by Acclaim, not Matt Stone and Trey Parker—are a bit sophomoric and lack the show's comedic edge. Still, you're sure to get the occasional chuckle or two.

On the plus side, Chef's Luv Shack has hundreds of original soundbytes created specifically for the game by Isaac Hayes (the voice of Chef) and South Park creators Matt Stone and Trey Parker.

You also get dozens of multiplayer mini-games, such as Spank the Monkey with Mr. Mackey, Asses in Space with Terrance and Phillip, and Tethered Pheasant Shoot with Jimbo and Ned. Judging from the screens in the sidebar to the left, the creators seem to know their classic arcade games as well as their South Park Trivia.

And if you're really lucky, you might even get to see Cartman get anal probed!

If you're a South Park fan looking for a good multiplayer game to entertain your friends—even those who don't particularly like video games—at your next party, Chef's Luv Shack might be the ticket. 🍌



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  - Smart Battlefields- AI reacts to player's behavior!
  - Lightning fast gameplay and insanely populated environments!
  - Incredible real-time light sourcing for realistic explosions, terrain and shockwaves!
  - "...detailed ground environments with almost photo-realistic textures."
- IGN.com



Available this Winter

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NINTENDO 64







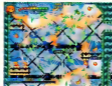
PREVIEW

DID YOU KNOW?

Before moving on to make some of the best games of all time for the Sega Genesis, key members of Treasure were at Konami making classic SNES games like *Castlevania IV* and *Contra III*. Talk about talent!

# Bangaijo

- Publisher:** ESP
- Developer:** Treasure
- Players:** 1
- Genre:** Shooter
- % Done:** 100%
- Release:** Nov-Japan
- Age Gr:** DC
- Web Address:** [www.esr-web.co.jp](http://www.esr-web.co.jp)
- The Good:** Old-school hardcore 2D shooting from Treasure!
- The Bad:** You can only play it on the Japanese N64, for now...
- Find The Bug:** The N64 can't handle all the onscreen mayhem; slowdown.



There's no shortage of on-screen chaos when it comes to *Bangaijo*. When you charge up for a "super attack," each item you hit turns into a combo; by racking up huge combos, you can open up a "store" where you upgrade weapons, armor, speed and your life gauge. Forgotten Worlds?

GAMEOGRAPHY

## Treasures



Treasure's been cranking them out since 1993. Interesting enough, their most memorable games are always on Sega systems (Megadrive and Saturn).

- Gunstar Heroes (MD)
- McDonald's Treasureland Adventure (MD)
- Dynamite Headdy (MD)
- YuYu Hakusho (MD)
- Allen Soldier (MD)
- Light Crusader (MD)
- Guardian Heroes (SS)
- Silhouette Mirage (SS/PS)
- Yuke Yuke!
- TroubleMakers (N64)
- Radiant Silvergun (SS)
- Rakugaki Showtime (PS)
- Bakumetsu Muteki Bangaijo (N64/DC)

The fate of Treasure's Naomi title *Gunbeat* is currently unknown. Breaks your heart.

If you've been around since the 16-bit days, the name Treasure should resonate deep sentiments of awe and respect. Treasure's heyday was exclusive to Sega's 16-bit Megadrive/Genesis. Games like *Gunstar Heroes*, *Dynamite Headdy* and *YuYu Hakusho* were more than just gameplay and aesthetic purity—they pushed the Megadrive further and harder than anybody thought was possible.

*Bakumetsu Muteki Bangaijo*, Treasure's second game on the N64, is a straightforward, side-scrolling shooter firmly rooted in the old school. The game centers around brothers and sisters, Riki and Mami, a sibling power duo in control of the *Bangaijo* mech. Depending on who is in the pilot's

seat, your mech will dish out either swarms of auto-targeting missiles or volleys of green reflective bolts which ricochet off walls and corridors. Each weapon has a strategic purpose: Riki's fire-and-forget missiles are good in most open areas where enemies surround you 360 degrees; Mami's reflective bolts always shoot straight so you know you're going to hit what you aim for. Switching between Riki and Mami throughout the game will be one of the first things you pick up as you learn the game.

*Bangaijo*'s gameplay revolves around the level designs and the movement/weapon controls. There are a number of control setups to choose from, but it basically amounts to moving and firing independently of each other—a bit like *Robotron*. Since *Bangaijo* is heavily score-oriented, your ultimate goal is to blow stuff up, collect the fruit left behind and dust the boss. Fruit also replenishes your "special" meter which becomes really useful as the action gets heavy. The levels themselves have a slight "puzzle" feel to some of them. There are objects in the game that behave a certain way when shot at or touched, and you'll often find yourself racing against a clock.

Only 30,000 copies of this limited-edition cart were released in Japan, so good luck trying to import one. Hopefully, someone will pick up the rights to publish *Bangaijo* in the States...but don't hold your breath.





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Which of the following is your favorite racing game series?

- Gran Turismo
- Rush
- WipeOut
- Test Drive
- Daytona
- Need for Speed
- Sega Rally
- Ridge Racer

source: videogames.com online poll



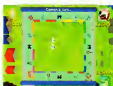
## Dragon Sword

**Interactive Studios** (the developer with the most boring name in history) is set to unleash *Dragon Sword* (possibly the most boring game name in history) upon the world **early next year**, assuming a publisher can be found. It actually looks very impressive...imagine a cross between Golden Axe and Konami's *Soul of the Samurai* and you're pretty much there. Fighting fantasy combat, with an adventure-driven story. Cool.



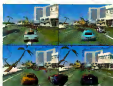
## Monopoly N64

Mr. *Monopoly* adds the Nintendo 64 to his ever-expanding portfolio with this **Hasbro Interactive** release. This new version of Parker Bros.' classic board game features humorous real-time 3D graphics, animated characters that interact with each other, and original music scores and sound effects. The game also includes computer opponents of varying skill and customizable rules. The shoe drops **fall 1999**.



## Ridge Racer 64

For those of you waiting for yet another N64 racer, *Ridge Racer* is on its way. This version will contain all the tracks from *PlayStation's Ridge Racer* and *RR Revolution*, as well as three new ones. This will also be the first one in the series to feature four-player split-screen action. **Nintendo Software Technology** is taking care of the development duties, not Namco. **No release date has been set yet.**



## Namco Museum 64

One of the world's leading game developers is finally bringing out an N64 game, but unfortunately, it's not a *Tekken* or *Soul Calibur*. *Namco Museum 64* is a compilation of six **Namco** classics from the '80s: *Pole Position*, *Dig-Dug*, *Galaga*, *Galaxian*, *Pac-Man* and *Ms. Pac-Man*. *Namco Museum 64* uses the exact same code found in the *PlayStation Museum Vol.1* and 3, and is due out around **Thanksgiving** time.







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- *Next Generation*

"Hydro Thunder is a thrill-a-second experience from beginning to end. The game is incredibly fast and fluid and the track designs are to die for..."  
- *IGN Dreamcast*

"The bottom line is this game rocks."  
- *Fastest Gaming News Online*

"The game is gorgeous." - *Game Informer*

"It's simply one of the most entertaining, pure arcade-style racing games out there." - *C/Net*

"...A very exciting, edge-of-your-seat racer that offers awesome graphics and a solid engine"  
- *videogames.com*

"Hydro Thunder's amazing physics engine pushed this game into the top tier of console racers."  
- *AOL's Video Game Forum*



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"Hydro Thunder is about speed and ease of play, sparkling style and radical graphics." - *Gamer's Republic*

"Hydro Thunder rocks and is a must-buy for any and all racing fans." - *San Diego Union Tribune*

"You may need a bucket of water handy to cool yourself down after playing." - *Electronic Gaming Monthly*

"The game's real life physics, gorgeous graphics and extensive track list make this one a must for racing fans." - *Cincinnati Enquirer*

"The graphics are so crisp and lush you'll feel as if you're riding in a simulator at a theme park!" - *Knoxville News-Sentinel*



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# Tomorrow Never Dies

<b>Publisher:</b>	Electronic Arts
<b>Developer:</b>	Black Ops/MGM Inter.
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	80%
<b>Release:</b>	November 1999
<b>Also In:</b>	None
<b>Web Address:</b>	www.ea.com www.tndgame.com

- The Bond:** James Bond is a real bad ass, and he gets all the ladies.
- The Bad:** The movie came out well over a year ago for God's sake!
- And The Why:** Not the James Bond movie, that's for sure.



You'll meet up with all of the people from the movie—except the characters in the game don't have their voices from the movie.

Nearly all of the levels are based on scenes from the movie. The arms bazaar scene is one of the game's first levels.



## MOVIE STUFF

### The (Not So) Big Screen



For you die-hard fans of the movie, there are a number of cutscenes taken directly from the film that are woven into the game's levels. Also, the opening credits of the game play out exactly the way they do in the big-screen version (with shadowy female forms, guns, the theme song, etc.). But instead of the names of movie directors and producers fading in and out, the names of everyone involved in the game-making process appear. And finally, a couple of the kick-ass songs from the movie soundtrack appear in the game. The rest of the music is by Tommy Talarico Studios.

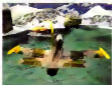
**Y**es, *Tomorrow Never Dies* was due well over a year ago. Now it's finally coming out, and nothing seems to be getting in the way this time around. It's funny how the same thing happened with *GoldenEye* on the N64.

If you've seen the movie, you know basically how TND works—although there are a couple of story line bits different from the flick. The game is composed mostly of movie-inspired gameplay. Other original gameplay segments—though not from the film—fit into the Bond universe. Take the skiing segment where James battles his way down the slopes while faceless thugs ski after him for instance—it's classic Bond stuff you can't help but love. There are also a couple of driving segments.

There are plenty of missions to work through—more than 10 of them overall—filled with countless bad guys. Bond will make his way through the Hotel Atlantic, the Carver movie center and the stealth boat in Ha Long Bay to name a few. There are a number of in-game cinematics within each of the missions which link gameplay segments together. You'll move from inside to outside, from foot to vehicle to foot again completing objectives and what not. Sometimes you have to sneak around, other times you simply get to blow stuff up. In one level in particular, you'll be able to play as Wai Lin, the Chinese agent who partnered with Bond in the film.

Obviously the gizmos, gadgets and weaponry are a major part of anything Bond-related, and the game isn't lacking in this area. You'll use Q-stuff like cufflink detonators, thumbprint scanners, a mysterious cell phone device and a whole lot more. Weapons include a number of guns and other toys like grenade launchers and proximity mines. There will be 12 to 16 total weapons by the time the game is done. One feature we'd like to point out: The action in TND freezes when you change weapons or items, so you'll suffer no penalty if you run out of ammo and need to switch to a different gun.

Surprisingly, the game will have no multiplayer support whatsoever. When asked why, an EA representative explained the focus on the one-player stuff would ensure the game's high level of fun. 🐾



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## Twisted Metal 4

**Publisher:** 989 Studios  
**Developer:** 989 Studios  
**Players:** 1-4  
**Genre:** Action  
**% Done:** 70%  
**Release:** Nov/2001  
**Also On:** None  
**Web Address:** www.989studios.com  
**The Deal:** An all-new Create-A-Car Mode.  
**The Bad:** Still not as impressive as Twisted Metal 2.  
**And The Ups:** Still has vehicle rollovers, although not as frequent.



Are we there yet?! One of TM4's new vehicles is a family truckster-style station wagon, complete with luggage rack.

The bedroom course is exactly that—a giant bedroom for you to explore, complete with TV and Hot Whuals track.



### CREATE-A-CAR

## Custom Coaches

A first for the car-combat genre, Twisted Metal 4 has an all-new Create-A-Car Mode that allows players to customize their own vehicles.

While you can't create a car entirely from scratch, you are able to select the vehicle size, body style, paint job and special weapon. You can even select your own personal "call sign," which your character shouts while charging headlong into battle.



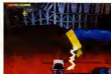
OK, we're not going to dance around the obvious: Twisted Metal III pretty much stunk. After assuming development responsibilities from Singletree, maker of the ground-breaking Twisted Metal and Twisted Metal II, 989 Studios promptly made a hard left and steered the franchise straight off a cliff, causing it to plummet from its lofty status as the king of car combat to a distant third, behind Johnny-come-lately Vigilante 2 and Rogue Trip. It also sold about half as many copies as TM II and failed to outsell even the original Twisted Metal (it should be pointed out, however, that TM II has sold a ton of copies since becoming an economically priced Greatest Hit title.)

Among other ills, fans complained about the game's slow-as-molasses gameplay; small, unimaginative levels and "realistic" car physics, which resulted in all-too-frequent rollovers.

Having heard these complaints, the developers have gone back to the drawing board



It's gonna take a little bit of ingenuity to bring this bird down—we think...




and produced what they believe to be a vastly improved game.

First and foremost, the physics have been revamped to make them more forgiving and arcade-like. 989 also spiced the game up a bit and improved the graphics, one of TM III's few bright spots.

Not content to stop there, the developers added an all-new Create-A-Car Mode, which allows gamers to customize their own rolling nightmares (see sidebar). While you can't create a car from the rims up—the Create-A-Wrestler Mode in Acclaim's WWF Attitude is way more elaborate—the developers should be applauded for their attempt to infuse the genre with some much-needed originality.

They also packed in 20 new characters and eight new levels. There are even a few new hidden levels, including Neon City, Road Rage and Sweet Tooth's Carnival.

One thing many TM fans liked about the previous installment was the hard-driving soundtrack provided by Rob Zombie. Well, Mr. Zombie once again lends his musical, um, "talents" to the game, along with Cirrus, Skold, Ghoulspoon, One Minute Silence and Cyprus "Insane in the Membrane" Hill. While hip music can't make a crappy game good, a bit of variety never hurts.

Will TM4 restore the series to its previous greatness or drive the last nail in its coffin? Stay tuned for the answer... 

## Pre-Derby Checklist

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- Tape Fender to Chassis
- Strap Down Hood
- Renew Life Insurance Policy

# DESTRUCTION DERBY 64



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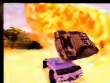
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Exploding Cars, Realistic Damage

NINTENDO 64



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PREVIEW

DID YOU KNOW?

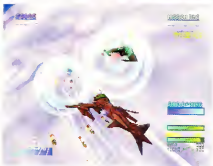
Macross (the animated series) was originally released in the U.S. as the first series in a loose trilogy called Robotech. It was one of the first serial anime shows to air in the U.S. back in 1985.

# Macross VF-X 2

- Publisher:** Bandai
- Developer:** Unit
- Players:** 1
- Genre:** Action
- % Done:** 80%
- Released:** November 1999
- Age Gr.** None
- Web Address:** www.bandai.com
- The Good:** Much better graphics, more Valkyries and mechs to pilot.
- The Bad:** The game still needs work in the gameplay department.
- And The Date:** The look on your face when you're first trying to figure out how to play this game.



Macross VF-X 2 has gameplay that's reminiscent of recent mech shooters like Omega Boost or to a lesser degree, Panzer Dragoon. Hmm. Not.



Every good Macross game has tons of munitions. It's all about that crazy spiral of missiles that homes in on its target.

OLD SCHOOL

## Macross Summer '84

All those pining for the golden days of Macross will dig all the moments of nostalgia in Macross VF-X 2. Check them out below!



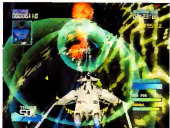
There hasn't been a stellar Macross game... ever. For as long as the anime series has been around (since the mid-'80s), there's only been a couple of decent ones, notably, the Super Famicom and Saturn shooters. Puzzling when you think about it, especially given Macross' incredibly rich universe of mechs, characters and story lines. When Macross VF-X hit the PlayStation back in 1996, early adopters got burned. Macross VF-X became the new standard of anime-licensing-gone-horribly-awry. It was a mediocre affair on all fronts, and even hardcore Macross fans threw up their arms in frustration. It's been three years, and developer Unit, who brought us the first VF-X is back with Macross VF-X 2. Given the legacy of how crappy VF-X was, it isn't a question of how much better VF-X 2 will be, but rather, is it the definitive Macross game to buy for the PlayStation?

Macross VF-X 2 picks up nicely where the first one left off; you're Aegis Focker (related to Roy Fokker?), elite VF pilot of the UN Space. Mission briefings are usually accompanied by static anime cutscenes and voice-over narration. To Unit's credit, this game has a better variety of Valkyries on its roster. Back from the past are VFs like the VF-1S Super Valkyrie and the cumbersome but payload-heavy Armored VF.

In developing VF-X 2, Unit had marked gameplay as one area that needed improvement, and in that respect, the game moves and feels much better than

its predecessor. The camera is always padlocked on your target, so you simply point the nose of your plane or gun reticle toward the enemy for some eye-popping dogfights. Unit has also placed heavier emphasis on each of the three battle modes of the Valkyries. For instance, fighter mode is most versatile and allows you to fire the most missiles, while Gerwalk allows you to strafe and hover; transforming into a Battroid allows you to get up close and personal with the enemy.

Even with all its improvements, Macross VF-X 2 will probably draw a more niche audience than Omega Boost, another mech game with similar gameplay. For those looking for a game with heavy anime presentation, check out Macross VF-X 2.



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MTV Music Generator is actually a 'sequel' of sorts. The original product simply called 'Music' was never released in the U.S. because publishers here thought the subject matter was 'too specialized' and not commercially viable. It was a huge hit in Europe though.

# MTV Music Generator

- Publisher:** Codemasters
- Developer:** Jester Interactive
- Players:** 1-4
- Genre:** Miscellaneous
- % Done:** 75%
- Release:** November 1999
- Best Of:** PC (early 2000)
- Web Address:** [www.codemasters.com](http://www.codemasters.com)
- The Good:** You can make your own music on the PlayStation. How much more 'good' do you want?
- The Bad:** It can be a bit slow pulling samples from the CD.
- And The Help:** Some of the video stuff leaves a little to be desired!



The Music Jam mode is the more 'game like' part of the package. Mash buttons with up to three other people to make cool tunes.

Your grid will soon fill up as you build your song and you'll have to keep track of which tracks are for which loop.



## HOME MOVIES

### Video Star

Those of you who remember psychedelic 'light synthesizers' like Jeff Minter's *Colourspace* on the Atari ST will feel right at home with the videos. Here's a rough storyboard of my video to 'Puke' from my forthcoming album.



**M**TV Music Generator is possibly the coolest thing that will ever be released for the PlayStation. Those of you with PCs and an ear to the world of pop culture will no doubt be aware of a funky music creation tool called *Acid Music* by Sonic Foundry (Fat Boy Slim allegedly uses it) which allows you to sequence samples to make cool tunes. Those of you who have craved something like that, but don't have the computing power can now try a similar, less powerful tool on the PlayStation. It may not be as flexible or as easy to use...but it's an incredible tool to use as a first step in music creation. You simply pull samples off the CD and lay them down on a time grid to piece together a song...it's rather like a music jigsaw puzzle. As an added bonus, the package also includes a simple video creating tool as well as a simple 'game' for up to four players that lets you jam on the joypad buttons to create a song.

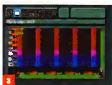
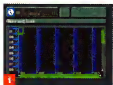
To illustrate how easy MTVGMG is to use...I decided to build this preview around the creation of the song 'Puke' which I pieced together from the techno, drum 'n' bass and ambient samples supplied with the package. When it's finally released you'll also be able to pull samples off music CDs too and save them down to your memory card.

I begin by trying to find a basic drum loop that

doesn't sound like a bad German techno act that you'd find in a club on Spring Break. After much hunting I settle for a hardcore (ish) 'bum-chika-bum-chika' loop and then add a faster bass drum and hi-hat loop to keep things driving along. Pasting this into the grid is easy and is only hindered by the slow access speed of the PS CD drive. Once this is stripped I go in search of a bass and melody structure that I can introduce. Bass lines are easy...but the melody proves a little tougher. I want to create something with an industrial edge, but on first hunting most of the melodies sound a bit poncey. I eventually settle for a moody piano line and strip this in. Now I want to build the track toward a Trent Reznor-like crescendo before stripping the drums out and letting things settle into something quiet and moody. Can I find some nasty guitars though? Nope. I settle for some noisy synth sounds and some more rhythmic bangs and crashes before cutting everything off and finishing with just that moody piano line and a hi-hat. Groovy. It's only a couple of minutes long, but it already sounds reasonably professional. Add a touch of reverb and this baby's ready to be recorded for posterity.

Now all I need is a recording contract and someone to appreciate the psychedelic video I created to go along with it. 🐸

You start with a simple empty grid (1). The numbered slots on the left-hand side are the 'voices' within the song, and you simply pull samples off the CD and arrange them on the grid (2). Video portions are edited the same way (3).



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---

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*Dilation of Pupils*

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*Dry Mouth*

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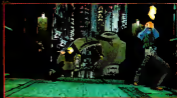




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# The Dukes Of Hazzard: Racing for Home

<b>Publisher:</b>	SouthPeak
<b>Developer:</b>	Sinister Games
<b>Players:</b>	1-2
<b>Genre:</b>	Racing
<b>% Done:</b>	60%
<b>Release:</b>	Spring 2000
<b>Also In:</b>	PC
<b>Web Address:</b>	www.southpeak.com
<b>The Good:</b>	Stays true to the flavor of the TV show.
<b>The Bad:</b>	There don't seem to be many shortcuts.
<b>And The Why:</b>	Character FMV is downright disturbing.



The General is scaled right down to the politically incorrect confederate flag plastered on the roof.

We couldn't resist displaying this big, cheesy picture of Bo and Luke proudly cruising' The General.



## OPENING CINEMA

### Weird Stuff

They re-created the entire opening sequence from the TV show in FMV. It's verbatim down to the cutsenes of the "Balladeer's" guitar work and Daisy's southern-girl-in-distress routine. The whole thing seems strange at first but becomes hypnotic after repeated viewings.



There was a time when every red-blooded American male held the *The Dukes of Hazzard* show in high esteem. Was it *The General*? Daisy? The intriguing plots? Whatever the case, SouthPeak is cashing in on the nostalgia with their own version of the cult classic.

Staying true to the show, the game is centered around a ton of mini-missions involving plots and objectives plucked straight from the series. They include: Chasing car thieves who have stolen the General Lee; Racing for prize money in the Hazzard County overland race; Saving Daisy from kidnappers, and so on. While completing missions you'll have the pleasure of rippin' by Uncle Jesse's farm, The Boar's Nest, Cooter's Garage and several other familiar Hazzard haunts.

While *The General* is the primary vehicle, to other cars are available. Drive Daisy's jeep, Cooter's tow truck or JD Hogg's convertible, to name a few.



When all is said and done, most of the game involves chasing or getting chased by Hazzard county's finest. Cool, cool...



Driving fast and wild is the name of the game. The General is capable of jumping over creeks, crashing through barns, driving on two wheels and corkscrew barrel roll jumping.

Power-ups are scattered throughout the courses and provide quick fixes and weapon upgrades.

Two-player games include Hot Pursuit, Derby and Race. Naturally, Pursuit Mode most accurately represents the personality of the game. Chase down your opponent, ram 'em a few times, etc.

First impressions? Take the nostalgic appeal of the show, toss in Need for Speed-style pursuit and top it with FMV story line cinematics and you have the game.

At this point in the title's development the vehicle physics could use more tweaks. A happy medium between Driver and Need for Speed: Hot Pursuit would be very nice. Sadly the novelty of racing *The General* will surely fade. Will the game hold up after that eventual? You'll have to wait for our review to find out. 🍌

## DAISY DUBS

### Top Ten nicknames for Daisy's shorts

1. Daisy Duks
2. Short shorts
3. Ass pants
4. Cheek hammocks
5. Southern comforter
6. Hot pants
7. Booty wrappers
8. Rump covers
9. Denim mountains
10. Biscuit huggers

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# Countdown Vampires

<b>Publisher:</b>	Bandai
<b>Developer:</b>	Bandai/K2C
<b>Players:</b>	1
<b>Genre:</b>	Action
<b>% Done:</b>	60%
<b>Release:</b>	Q1, 2000
<b>Site On:</b>	None
<b>Web Address:</b>	www.bandai.com
<b>The Good:</b>	It's good to see someone else do a "Resident Evil."
<b>The Bad:</b>	Only Capcom does them right.
<b>And The Ugh:</b>	Keith runs like a fairy.



As in *Resident Evil*, when you suffer an injury, it is reflected on-screen as you walk around limping.

No zombies here, just zombie-like vampires looking to taste your man-meat. Do 'em a favor and shoot their asses.



## PUZZLEMANIA

### Sherlock

There are many RE-style puzzles to solve here.



Get ready to party like it's 1999, cuz it is. The problem, however, is that things aren't going to end up in a beer-keg, fall-over-yourself kind of way. Instead, it'll end up a blood-sucking vampire-fest, the likes of which you haven't seen since, well, your last blood-sucking vampire-fest. It's all good! In *Countdown Vampires*, brought to you courtesy of Bandai (makers of all things Dragonball), you assume the role of Keith Snyder, tattooed bodyguard-turned-vampire-hunter extraordinaire. Don't mind that Keith has a bit of a sissy way of running, it keeps the vampires confused.

The setting is the Desert Moon Hotel (which may or may not be related to the Dennis DeYoung song)



on the evening of the millennium. As is bound to happen during a public gathering of this nature, a fire begins to torch the joint, causing the sprinkler system to leap into action. Sadly, it is not water that rains down upon the assembled masses, but rather, a nasty black ichor which not only rains many a party dress, but starts turning the crowd into vampires as well. The trick here is to get to the bottom of this mystery, since you luckily avoided the transformation yourself, and find the antidote to return things to normal. If you get bitten by one of these creeps, you may have problems yourself very soon. Over the course of the game, you will travel through eight different locations, ranging from vampiric woodlands to seedy vampire-filled bars. You even begin the game in a gothic casino of a particularly suspicious nature.

Currently the game is practically unplayable due to the buggy state of completion. Enemies don't really attack at the moment, they just stand there and swoon in a hypnotic trance. The backgrounds are pre-rendered (a la *Resident Evil*), but despite its similarities to Capcom's awesome titles, Bandai has overlooked the obvious improvements made to the genre, such as not having to press the action button to walk up a flight of stairs. However, there is still some time for K2C to implement these changes. So if you're looking for an RE-style game with a twist, this might be your best move. ☹

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SOUTHPEAK™  
INTERACTIVE



# Silent Bomber

- Publisher:** Bandai
- Developer:** Bandai/Cyber Connect
- Players:** 1-2
- Genre:** Action
- % Done:** 80%
- Release:** Q1, 2000
- Age In:** None
- Web Address:** [www.bandai.com](http://www.bandai.com)
- The Good:** Old-school gameplay meets 3D graphics.
- The Bad:** Too easy to lose sight of your guy amid all the explosions.
- And The Why:** The game's hokey anti-war theme.



The game's screen-filling explosions will nearly shake your Dual Shock out of your hands.



A floating, dynamic camera pans and zooms to capture the action.

## BASIC TRAINING

### Stop, Drop and Run

To destroy enemies, drop bombs in their paths or use the Lock-on Unit.



Many have called Silent Bomber a Bomber Man for the '90s. Others have called it one done right. Whatever you call it, the game is chock-full of some of the most intense old-school action to appear on the PlayStation in a long while.

The object of the game is simple: run around destroying anything that moves. Your primary way of accomplishing this is by dropping bombs in your enemy's path and then detonating them as it passes over him/her. Or you can use a Lock-on Unit to automatically target foes.

If you're really crafty, however, you can collect power-ups—such as napalm, paralysis and gravity liquids—and combine them with regular

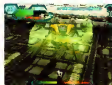
bombs to create all-new "strategic attacks." Or you can drop up to three bombs between stationary structures to create giant chain-reaction explosions that fill the screen with fire and nearly shake your Dual Shock right out of your greasy mits. And that's pretty much it. No cumbersome camera to steer. No puzzles to solve. No nothing you don't really need.

Of course, Bandai has tossed in the obligatory anti-war backstory to hold your interest (kind of silly for a game with tons of explosions, don't you think?); however it's reasonably restrained and mainly serves to set up the next Boss encounter.

Speaking of Bosses, the game has more giant tanks, robots and mechanical crab-like things than you can shake a stick at, each with its own weaknesses and strategies to be discovered.

Despite being only 80 percent complete, Silent Bomber already looks surprisingly good; there's no texture warping, polygon tearing or pop-up to speak of, and the frame-rate remains rock-steady no matter how many enemies are on screen. Bandai has yet to add a promised two-player battle mode, which, if it's as good as the one-player missions, should really pump up the game's replay value.

The sole disappointment about Silent Bomber is its release date; the game isn't due to be released until the first quarter of next year. ☹





PREVIEW  
GALLERY

## Alundra 2

Alundra is back, brought into the third dimension by Japanese developer **Matrix Software**. It still feels very much like the original, with plenty of puzzle-based dungeons, but there are now mini-games and extra obstacles which take advantage of the third dimension. It will hit Japan before the end of the year, but **Activision** has picked it up for release in the U.S. in **March 2000**.



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REMEMBER WHEN

...Sega Rally burst on the scene in '95? Its spunky graphics, realistic feel and great racing gameplay established it as the premier rally racer of its time.

## Tomba! 2: The Evil Swine Return

**SCEA** and **Whoopee Camp** are bringin' that pork-roastin' bringer of platform goodness, Tomba!, back to the PlayStation in **January**. Tomba! 2 (known as Tomba: The Wild Adventures in Japan) takes things up a notch by going entirely 3D (the original had 2D characters on 3D backgrounds) and adding new weapons, new moves and more to Tomba's already packed arsenal. Look for a full preview next month.



## Gekido

Exactly what the PlayStation needed! Another 3D update of a tired old concept dressed up in a near-future scenario with 'edgy' anime-looking graphics. Sing hosanna there is a God in heaven—this is exactly what we wanted. And...what's this? Oh my...it plays almost exactly like *Fighting Force*. Gracious! Does this fountain of goodness at **Gremia Interactive** and **Interplay** never stop? Will we be able to wait until **December** to enjoy its *Renegade* and *Double Dragon*-influenced gameplay? Can we brace ourselves sufficiently to learn of the adventures of the "crack, covert team of combat hackers"? Only time will tell.



## V-Rally 2

Having had a chance to play *V-Rally 2*, we can assure you it's a lot nicer to drive than the original. Unlike the touchy first edition, clipping other cars, fences or trees is usually non-fatal. Its speed, good physics and gobs of power-sliding action make it mighty fun to race. A healthy amount of options and features are sure to keep strict rally as well as casual fans happy. **Electronic Arts** will ship *V-Rz* in the **fall of '99**.



## RAGE AGAINST THE MACHINE

### Iron Soldier 3

The third of **Telegames'** Iron Soldier series will soon makes its debut on the PlayStation. Like its predecessors, IS3 features mission-based, mech warrior play with a heavy emphasis on multiple weapons and explosive combat. Twenty-five single-player missions and several two-player battles should keep mech fans happy. In addition to regular in-game action, 18 minutes of rendered FMV bring the destruction home in full glory. This **Eclipse Software**-produced game is a **winter '99** release.



### Planet of the Apes

This action-adventure title from **Fox Interactive** and **Visiware Studios** puts you in a world where ape has evolved from man. As Ulysses, the lone human survivor of a spaceship that has crashed on a planet 1,000 years into the future, you must figure out what in the hell happened, and find a way to get off of this crazy primate-filled world. So the action-packed and gripping story line begins. Look for it **later next year**.



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The first-ever Action Man toys back in the '60s were essentially the old-school U.S.-issued G.I. Joe figures repackaged with the Action Man logo on them. These were available in the U.K. only.

## International Track & Field 2000

Remember the button-pounding, carpal-tunnel-syndrome-inducing excitement of Konami's '80s arcade favorite *Track & Field*? Here's the second sequel for the PlayStation, complete with updated graphics and a bunch of new events, including cycling, kayaking, weightlifting and gymnastics.

While many events, such as the 100M Dash, require the player to do little more than hammer on the buttons as fast as humanly possible, others, such as the women's vault, require considerably more finesse.

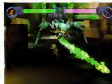
All, however, have superb motion-captured animations.

Would-be Olympians can go for the gold **December 1999**.



## Action Man

This one from **Hasbro Interactive** and **Interactive Studios** is based on the popular toy series of the same name. The game is split into two types of levels: Action and Vehicle. In the Action levels, as the name suggests, you control Action Man in a variety of 3D action-adventure-type locales. In the vehicle levels, you control a range of cars, planes and boats. Look for it sometime in the **second half of 2000**.



## Missile Command

**Hasbro Interactive** continues to flog the retro-gaming horse with *Missile Command*, a graphically revamped rerelease of the Atari arcade classic.

In addition to the obligatory Classic Mode, the game has a new Ultimate Mode that finally lets you turn the tables on your alien attackers by waging much-deserved counter-strikes.

Be advised: The Invasion begins **November 1999**.



Between a Sinister World of Shadow  
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# SILHOUETTE UMIRAGE



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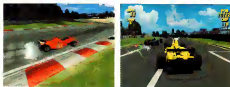


PREVIEW  
GALLERY

**3** NCAA championships Bobby Knight has won while coaching at Indiana University.

## Formula One 99

As a completely new game, **Psygnosis'** *F1 99* is a mix of user-friendly gameplay and impressive sim-inspired features and options. In other words, it's easy to control the cars but the game is anything but arcade. A massive amount of depth and detail firmly establish this as a true F1 sim. The '99 season is represented in exacting detail, even the weather at certain events is mimicked. Look for *Formula One 99* this **November**.



## Q\*Bert

Do not eat the brown acid—**Q\*Bert**, that foul-mouthed, hose-nosed hopper from the '80s, returns for his trippiest adventure yet, courtesy of **Hasbro Interactive**. Hop through all the color-changing cubes of the original plus scores of new levels in the Adventure Mode. Joining Q\*Bert is a colorful cast of new friends as well as old foes Uggs, Wrong Way, Slick and Sam and—of course—Colly the snake. The fun starts **November**.



## NCAA Final Four 2000

What's up in FF2000? How about 300 Division I teams and their respective playbooks. The game also has new player models, create-a-player, fresh animation (including taunts) and a season play update feature called "Bubble Watch." Beyond that, many features that made last year's FF good are back—announcer Quin Buckner, the shot meter, icon passing and much more. **989 Sports** will release this title in **November**.



## NCAA March Madness 2000

Several new moves make ball handling ultra-interactive in *MM2000*. Choose what hand to dribble with, shake-and-bake, cross-over and so on. More divisions (SWAC, MEAC, West Coast, IVY League) bring the team totals up to 151 including women's. Dick Vitale brings in the color commentary while Steve Francis acts as straight man. **Electronic Arts** will release this game in **December of '99**.



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**RPG of 1999**

**Will gain one final title on  
January 1, 2000:**

**Most hard to find**

On that day, sales to retail of LUNAR: Silver Star Story for the PlayStation® game console will cease. Forever. The end. Omega-time. Sales have far exceeded our expectations, and being the mentally-challenged non-MBA gaming-types we are, we thought it would be kind of cool to say "Enough! All the cool people that know what's up have already bought the game anyway. Had the experience. Are probably listening to the free soundtrack and fondling the other free stuff right now, laughing at the ignoramuses (or is that ignorami?) who still call anime "that freaky Speed Racer stuff." Why not keep this game at least a LITTLE bit of a secret and make the penny-pinchers who haven't bought it yet end up paying too much on eBay™ when they realize what a terrible mistake they've made?"

So, if you think that passing on the "Ghaleon Experience" has something to do with fretting Spanish doo-dads, you're definitely missing the boat. In that case, about all we can offer you by way of consolation is "Ignorance is Bliss. Mine" your damned tainted burger-emporium-earned money, you freaking spaz. You're not worthy. And don't count on your momma savin' your sorry butt with her awesome foresight, 'cuz she already spent the family dough on wonder bread and kool-aid. Bon Appetit!

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*"I'M A PRETTY GOOD PLAYER, BUT IT'S IMPORTANT NOT TO SLEEP ON ANYBODY. THAT'S WHEN YOU END UP TAKING A LOSS."*

*- DRU HA - DUCK DOWN ENTERTAINMENT*



Guru of Gang Starr brought his posse to the NCAA Football 2000 tourney.



Hip hop and football went head to head during the official Madden NFL™ 2000 release party thrown by EA SPORTS at Club Vivid in Manhattan. Even though Madden was the star of the night, NCAA © Football 2000 action was to be found EVERYWHERE! This invite-only event was exactly like any other underground hip-hop party—expert DJs spinning off-the-hook beats, exotic women in designer outfits—with one notable addition: EA SPORTS was in da house.

The packed club had many PlayStations, where hip-hop DJs, MCs, dancers and even executives were running games of Madden NFL 2000 and NCAA Football 2000, oblivious to the party going on around them.

Legendary MC Masta Ace was definitely there to get his game on and prove he's the best gamer in hip hop.

Unfortunately for Ace, Buckshot, the MC of Black Moon, stepped up and handed him an early loss in NCAA Football 2000. Later on, Ace made the adjustment to Madden NFL 2000 and took Duck Down Entertainment's Dru Ha to school as Buckshot (still high off his victory) danced behind them.



# PRO TOURNAMENT



If it's in the game,  
It's in the game!



Buckshot (left) and Masta Ace got it on in a fury of button-mashin' football action.



**BRANDON TUCKER**  
NY GIANTS

"It's a fly game. I like to get some bean sometimes, but most of the guys on the team play it too much."



**BUCKSHOT**  
BLACK MOON RECORDS

"Defense, baby. Permanent lockdown is the only way to win. But I'm humble. I just do what I'm told. It just so happens that somebody told me to win."





Game Face

The **GAME** Records girls were there to cheer on the huge clan of hip-hoppers and football players making it up on the electronic field.



Game Face



Game Face



**ROMAN OBEN**  
NY GIANTS

"I'm not bad, but a lot of my teammates are better. It's probably as close to the real thing as you can get."



Game Face



New York Giants Roman Oben (left) and Amari Toomer brought pro-level competition to the tourney.

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*"I PURPOSELY TAKE A SHAKY  
SQUAD JUST TO GIVE MY OPPONENT  
A SHOT. IT'S NO FUN IF I STOMP THEM  
FROM THE DOOR."  
- MC MASTER ACE*



PREVIEW  
GALLERY



#### SMURF FACTS

The Smurfs was created by French cartoonist Pierre Culliford in 1958, and was first published in *Le Journal de Spirou*. Check [www.smurf.com](http://www.smurf.com) for more info.

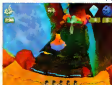
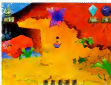
## Renegade Racers

Joining the ranks of instantly forgettable racing games is Renegade Racers from **Interplay** and developer **Promethean Designs**. "Wacky" character design, cartoony visuals and Diddy Kong Racing-inspired gameplay will be hitting the PlayStation in **November**. You will also see it on the Dreamcast, Game Boy Color and PC if you're really lucky. Some games are just destined to disappear the second they're released.



## The Flintstones Bedrock Bowling

File this one under "Huh?"—**SouthPeak Interactive's** The Flintstones Bedrock Bowling is a Crash Bandicoot-style Z-axis scroller in which the player must pilot a hollowed-out half bowling ball through a number of Stone Age courses, attempting to knock over bowling pins. Scored like traditional bowling, the game stars Fred, Barney, Pebbles and Bam Bam and is slated (get it?) for a **Q4 1999** release.



## The Smurfs

We can't really explain the fascination with Smurfs these days, but whatever. This Smurfs kid's game from **Hellovisions** and **Infogrames** is similar to Taazan, with cartoon-style graphics and simple gameplay. Smurfs' has a variety of level types, including skiing, snowboarding and mine cart romp. The object is to collect stuff—collect enough of one item and you get a date with Smurfette! Look for The Smurfs in **November**.



## PGA European Tour

**Infogrames** does more than racing games, check out their golf sim featuring the best golfers and courses from the European Professional Golfer's Association. While you may only recognize some of the names, 60 current and past masters are featured. Play in Ireland, England, Spain and several other snobby countries. Create-a-golfer, night and hazard play are included as well. The title is due out **February of 2000**.



## Mission: Impossible

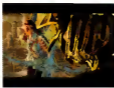
Gameplay-wise, this PlayStation version of Mission: Impossible from **Infogrames** and **X-ample** is exactly like the N64 one that came out last year. The game's similar to Syphon Filter, except with more espionage bits and not quite as much action. Differences from the N64 include new CG cinemas and a quick-save/load feature. Of course, this PS version also has full voice. Look for it sometime in **November**.





## Legend of Dragon

Sony's epic four-disc RPG is shaping up to be one of our most anticipated imports this December. At the recent TGS, we got our hands on a promo disc of Dragoon's beautiful FMV sequences. Aside from the incredible production values, the game's sense of design and detail will make Legend of Dragoon a landmark PlayStation RPG. We'll learn more about Dragoon's gameplay in the coming months.



## Rakugaki Showtime

Treasure's latest PlayStation title is a unique concoction of Poiter's Point, avant-minimalist design, and anime satire. It's Treasure so you know what to expect: graphical chaos, twitch gameplay that rewards you with deep techniques, and in the case of Rakugaki, a sense of humor that gives the game its charm but almost threatens to undermine everything it represents. This arena "fighting" title is out now in Japan.



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## Vampire Hunter D

Considered a classic in anime/manga, Hideaki Kikuchi's *Vampire Hunter D* is now scheduled for a winter release. *Vampire Hunter D* will be a gothic action adventure with pre-rendered backgrounds. All you Yoshitaka Amano fans out there take heed; Amano did the character designs for the original *Vampire Hunter D* manga back in 1985. **Victor Interactive Software** will release *Vampire Hunter D* on **Dec. 9**.



## Tokimeki Memorial 2

The sequel to **Konami's** popular dating sim will be released in **November**. In it, you play a high school student just trying to get by...and get a little "action" in the process. You'll have to play through various mini-games to win over the hearts of the 30 girls in the game (it pays to be nice to them, too). *TokiMemo 2* also has an "Emotional Voice System" (E.V.S.), where you input your name and each girl will say it.



## Robbit Mon Dieu

*Jumping Flash* was one of the first games on the PlayStation, and four years later, it's still going. *Robbit Mon Dieu* is actually the fourth *Jumping Flash* game, and it's a bit more mission-based than previous installments. You pilot your ship over an overworld map, and land at areas where there's a call for help, and solve whatever problem has come up. For instance, maybe you have to carry an animal back up to its home, or rescue a group of innocent creatures from tyrannical robots. Each time you finish a level, you're greeted with a newspaper account of the events just passed. *Robbit Mon Dieu*, developed by SCEI second-party team **Sugar & Rockets** (great name for a game developer!), is slated for release in **October** in Japan.



## Planet Dob

*Planet Dob* is another little discovery we made while perusing the show floors of the Tokyo Game Show. This little-hyped game from **Hudson** must be heard to be believed. We entered the world of *Dob* and were treated to some of the best IDM (Intelligent dance music) we've heard in a long while. The story of *Planet Dob* centers around the eccentric *Dob* (the name is literally written on his face) and his adventures inside his own mind. *Dob World* itself is colorfully pre-rendered with polygonal objects and characters to interact with. As *Dob*, you've got to recapture all 144 "bits" in order to unlock mini-games galore, virtual turntable mix sessions and much more. From what we've seen of *Planet Dob*, there's no denying the game's mantra: Design is king. Developed by **Micro Vision**, *Planet Dob* will be out this winter.



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points than a  
porcupine  
sandwich.  
My game is like  
a pair of  
parachute  
pants  
It makes

I've been more  
than  
two and  
a half.



You look  
bad.

I cover  
more  
court  
than  
Doug

Lemelyn.

My game has  
more levels than  
a downtown parking  
garage.

NEW YORK  
23

I'm  
like a  
holly  
wood  
agent  
I represent  
a lot of  
talent.



IN THE ZONE  
2000



Emiliano New York



Shane's First Steps



"In the Zone" Not Possible



# 9 OUT OF 10 PEOPLE RECOGNIZE HIM.

8 OUT OF 9 DO IT THROUGH CROSSHAIRS.

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Nintendo Game Boy Advance SP (8th Edition)  
Nintendo Game Boy Advance SP (9th Edition)  
Nintendo Game Boy Advance SP (10th Edition)

PlayStation 2  
PlayStation 3  
PlayStation 4  
PlayStation 5  
Xbox 360  
Xbox One  
Xbox Series X|S  
Nintendo Switch  
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Nintendo Game Boy Advance  
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Nintendo Game Boy Advance SP (2nd Edition)  
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130

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## Tekken Tag Tournament

Namco's first PlayStation2 title, due out on launch day in Japan (March 4, 2000), is none other than Tekken Tag Tournament. But this is no ordinary arcade port. If you thought Soul Calibur got a nice upgrade when it made the jump from arcade to DC, then get a load of this baby. The in-game graphics look nearly as good as the CG intros from the arcade TTT, and the backgrounds have all been completely redone. Needless to say, everything looks absolutely incredible and it all moves effortlessly at a brisk 60 fps. No word yet on any new modes or options, but we've got plenty of screens to keep you satisfied while we wait for new info to surface. (And for those of you who are doubting—yes, these pics are all real-time direct from the game.)



## Street Fighter EX3

It hasn't even hit arcades yet, but **Arika/Capcom's** latest 3D Street Fighter title is scheduled for the PlayStation2. It features a tag system similar to Tekken Tag or Dead or Alive 2, but you actually see your teammates more often in this game. There are also team attacks where all four characters can be on screen performing attacks at once in a blinding fury of fists 'n' fireballs. **A firm release date has not been set yet.**



In Stores October 12th

# 311

## SOUND SYSTEM

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## Gran Turismo 2000

Polyphony Digital's flagship racing game is set to launch with the PlayStation 2 in **March 2000**. This is the PS2's showcase title, along with Tekken Tag. Based on Gran Turismo 2, GT2000 will feature additional cars and tracks (the GT team will be spending all its time on GT2000 once GT2's wrapped up). One of the very cool graphical touches that you can see in a few of the screens here is heat waves coming up from the pavement during daytime replay shots. The game moves at 60 frames per second with no visible slowdown or graphical glitches—pop-up is a thing of the past. It also takes advantage of the new Dual Shock 2—analog buttons for gas and brake add a whole new dimension to the overall realism.



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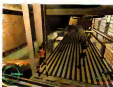
## Shin Ridge Racer

When the PlayStation first came out, Ridge Racer was the killer app. **Namco** brings the series to Sony's next-generation machine in style. The demo Namco was showing at TGS included everything that makes Ridge Racer what it is: tunnels filled with the glow of fluorescent yellow lights, quick turns and jumps which make sparks fly from beneath the cars. The new (or "Shin") Ridge Racer is scheduled for **March 2000**.



## XFIRE

**Electronic Arts Square** hops on the PlayStation2 bandwagon with this third-person corridor shooter (pronounced "Crossfire"). It's still early, and a **final release date has yet to be announced**.



## The Bouncer

**Dream Factory**, known for its Tobal games and Ehrgeiz, has forged a new path in the fighting game genre. The Bouncer is a cinematic fighter, using what the company calls a "Seamless Action Battle System" (S.A.B.S.). You can fully interact with the environment, pushing enemies up against walls, using chairs as weapons, etc. **Square** will release The Bouncer in **March 2000** for the launch of PlayStation2.





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PREVIEW  
GALLERY

GOT THE MUNCHIES?

For an interview with Lorne Lanning, president of Oddworld Inhabitants (developer of Munch's Oddysee), click on to: <http://videogames.gamespot.com/ps2/pltfm/munch/index.html>

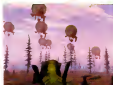
## Armored Core 2

From Software brings mechanized combat to the PlayStation2 in style with Armored Core 2. AC2 is scheduled for a spring 2000 release in Japan.



## Oddworld: Munch's Oddysee

As Q-Mann first reported in EGM #17, the next chapter in the Oddworld series will be called Oddworld: Munch's Oddysee. This is the true sequel to Abe's Oddysee (Exodus was a spin-off), and it stars our buddy Abe and newcomer Munch (both of whom you'll get to play). As you can tell from the screens, the game will take place in beautiful, fully 3D worlds. This Oddworld also takes the gameplay in new directions. "Munch's Oddysee will be far more focused on world simulation and the behaviors of characters and eco-systems to achieve much more living impressions," says Lorne Lanning, president of the developer, **Oddworld Inhabitants**. "We are truly going for a World simulation approach rather than gauntlet types of puzzles." **GT Interactive** will be publishing this DVD (complete with digital surround sound for awesome Gamespeak).



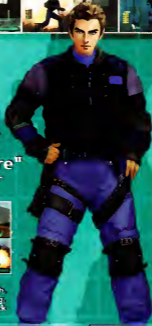
The first blast wiped out your Space Center.  
 In just 3 hours, the high-tech weapons  
 satellite will strike again...It's your job to  
 make sure that it doesn't.



"Explosive  
 N64  
 adventure"  
 -Nintendo Power



4-Player Deathmatch,  
 along with Lethal Tag,  
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- ◆ Intense 3rd Person Action/Shooter
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- ◆ Immense 3D Environments
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- ◆ Rumble Pak Support

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Invisibility, Stone Skin, Force Empathy!



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Create your own computer-controlled  
teammate to join you in action!



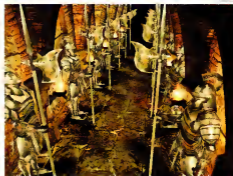
## Drum Mania

Not even the PlayStation2 is safe from **Konami's** Bemani series. The company is bringing its latest arcade music game to the PS2 in **March 2000**. Just hit the correct drum pad as the bars fall to the bottom of the screen. A special drum pad controller will be released simultaneously with the game for a yet-to-be-determined price. No idea why Konami decided to put this on PS2 instead of PS1.



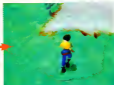
## Eternal Ring

It's not King's Field, but **From Software** hasn't strayed too far from that game's territory. This RPG is more exploratory than action. Scheduled for release in Japan in **spring 2000**.



## Dark Cloud

Imagine a role-playing game where you create the world you're going to explore. In **SCE's** Dark Cloud, you create the landscape of a floating island, placing buildings, trees, houses, paths, etc. Sony calls it a "Georama RPG." Some of the graphical effects are amazing. In the bottom series of screens, you see how the camera zooms in on you (with no pause in between) from the creation mode to you actually traversing the landscape you just placed. Trust us, it looks awesome in motion.



# GUT CHECK



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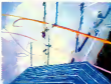


PS2

PREVIEW  
GALLERY

## Densen

Now here's a strange concept for a game—you're a girl whose main method of transportation is sliding on power lines using a coat hanger. That's exactly what you do in *Densen*, developed by SCEI. The game starts on the streets of your local town (shown below), and you follow color tracks which lead to power lines. Jump up and grab the power lines with your coat hanger and you're off, swinging on the lines which lead just about every place imaginable. Kids, don't try this at home.



## UNISON

Tecmo's entry into the music and dance genre comes to PlayStation2. You control the destiny of the ultimate female pop band as they rise to stardom. Set for a **Spring 2000** release.



## ANIME STYLE

*Popolocrois Story* isn't only a series of PlayStation games in Japan, but also an anime TV series that began running in 1998.

Popolocrois  
Story III

This is the fourth game in SCEI's RPG series *Popolocrois* (none of which have shown up in the U.S.). The first thing you notice when looking at this game is that while the characters are 3D, they're actually made to look 2D. The look is quite disconcerting as the characters (at least at this point) look very washed-out, and the environments don't seem nearly as lush or detailed as the two previous *Popolocrois* games. SCEI describes the game as a romantic anime RPG, and the character designs are similar to those used in the anime TV series Sony has been airing on Japanese TV. *Popolocrois Story III* is developed by **Sugar & Rockets**, the same team who worked on the *Jumping Flash* games. It is currently slated for release next year in Japan.



## 500 GP

Namco's newest arcade motorcycle racing game comes home on the PlayStation2 next year. It's expected to be nothing short of a perfect arcade conversion.



# TOP GEAR RALLY 2

NINTENDO 64



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- Learn Rally Techniques And Earn Racing Class Qualifications At The ARSG Driver School
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- Command 14 Cors, Upgrading As You Gain Sponsors And Prize Money - PLUS 3 BONUS CARS After You Win In Chomp Mode
- Every Bump, Knock And Crunch Does Real Damage To Your Car And Could Send You Scurrying Back To Your Support Von For Repairs
- Customize Your Paint Job And Decals For The Coolest Looking Car



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Hi-resolution 3D vision. Detects the finest details in full color. Perfect for planning precision routing and targeting.

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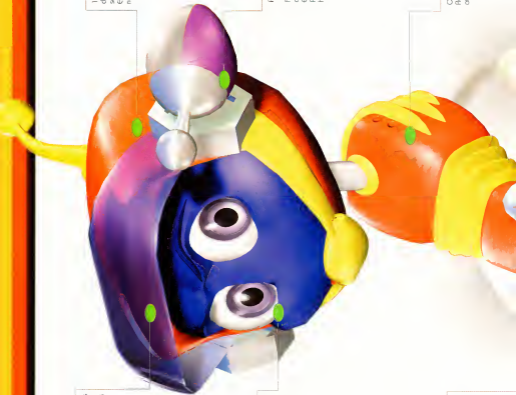
Fully functional beam—grab, swing, toss, freeze and crush small and large objects. Even toss sheep. Precision target and hit feature.

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Titanium reinforced struts with liquid hydrogen booster rockets. Can handle a wide range of loops, jumps & landings.

## RUBBERENE WHEEL

Rugged! Go anywhere the flat lands firmly into interstellar caves, robotic dungeons, planetary trenches and more.

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Rocket is the most advanced amusement park robot ever made. He's ready for anything. Well, almost. Now all the tidbits are stolen, the walrus is gone, a raccoon is dismantling everything, and the greatest park in the universe must open tomorrow! Fasten your seat belts! It's gonna be the ride of your life.



Stacked  
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# Suikoden II



Here, powerful spells can save your life. Of course, that's not to say you won't need the dozen or so weapons and armor available to you. Or that the 108 friends willing to fight for you won't come in handy. It's just, when it comes to slaying mythical beasts and whole armies, having the odd rune up your sleeve is just what the doctor ordered.

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## PREVIEW GALLERY



## STUNT CYCLE

Get yourself this cool reproduction toy—The Evel Knievel Stunt Action Motorcycle. Available from Evel's own site—[EvelKnievel.com](http://EvelKnievel.com)

## Grand Theft Auto

When you think about, if there was a system out there truly suited to the graphical style of DMA's GTA—then the Game Boy is definitely it. This latest incarnation set for release in **October** by **Rockstar** has been developed by **Tarantula Studios** (also doing *Evel Knievel*) and mimics the PS original remarkably.



## Mission: Impossible

**Infogrames** and **Rebellion's** *Mission: Impossible* is one of the coolest things around. This sucker turns your GBC into an almost full-blown PDA (or at least a nifty spy gadget). Besides having a calculator and phone/address organizer, this thing will let you send messages via the infrared port. It can even turn your GBC into a programmable remote control (televisions, VCRs, keyless entry...you name it)! Oh, and there's a mission-based spy-adventure game somewhere in here as well.



## Towers: Lord Baniff's Deceit

**Telegames** and **JV Games** are releasing what they call an "American-style, full-featured RPG" sometime in **November**. Players choose one of four characters, and then do battle with hundreds of monsters using spells, items and weapons in the game's 15 levels. The game also has a two-player co-operative link mode.



## Wicked Surfing

In a nutshell, paddle out, turn, get some momentum and catch a wave. At the apex you can perform tricks or just ride it home. Five characters each capable of four tricks plus one signature move are available. Head-to-head may be played in Co-op or Competition Mode. Watch for this **Interplay** game in **December**.



## Evel Knievel

Many of us remember watching *Evel Knievel* do amazing things with a motorcycle. His game, looking like a cross between *Motocross Maniacs* and the original *ExciteBike*, offers a number of trick-laden tracks. You may jump canyons, cars, boxes and more. **Rockstar Games** will release EK this **November**.



## Shamus

Old Mac gamers may recognize this bad-boy from the mid-'80s. As *Shamus*, the robot detective, you must seek out and destroy "The Shadow." Battle henchmen, hunt for keys and explore the Shadow's 12B-room lair. **Telegames** will release this graphically updated, action/adventure game in **November**.



**THRASHER**  
PRESENTS

SKATE AND DESTROY



defy urban gravity



With Skate and Destroy





## PREVIEW GALLERY

### DID YOU KNOW?

In addition to the Game Boy Color version, *Boarder Zone* is coming to the Dreamcast and PC. Rumor has it the GBC version actually looks better than the other two. Well...OK, not really.

## Boarder Zone

Believe it or not, this title is very impressive visually...for a Game Boy title. Other than this, *Boarder Zone* from **Infogrames** and **Housemarque** is a scaled-down version of a snowboarding game you'd find on the regular consoles. Unfortunately, there is no two-player link mode. Look for it sometime **early in 2000**.



## Jeff Gordon XS Racing

It's NASCAR racing in the future featuring cars that can go 350+ mph and even fly. Jeff's the star of the show along with four commercially endorsed vehicles. Play by yourself or link up for head-to-head racing on seven different tracks. Compatible with GBC and standard GB, coming from **ASC** this **November**.



## Thrasher: Skate & Destroy

**Rockstar's** Thrasher offies onto GBC in full 2D glory. Loosely based on the PlayStation game of the same name, Thrasher is a street-based skate game that scores you on style and audacity. Comes out in **November**.



## Dragon Quest I.II

Several years ago, **Enix** took the original two *Dragon Quest* games (*Dragon Warrior* in the U.S.), gave 'em a serious graphical upgrade, tweaked and updated the gameplay and then threw 'em both on one Super Famicom cartridge and called it *Dragon Quest I.II*. On **Sept. 23**, a Game Boy Color version of this compilation was released in Japan.

Both DQ and DQII are pretty much exactly the same as the original NES games, though the graphics and sounds have been updated to more closely match the SNES versions, and the gameplay has been enhanced as well. For example, in both games you can now collect special seeds that were originally introduced in DQIV (Strength Seeds, Lifeforce Nuts, Mystic Acorns, etc.) to boost your stats. There are now vaults to hold items and gold. In DQII, if a monster dies before your attack hits him, it'll default to a different monster rather than being wasted, etc., etc. Best of all, there's now an Interrupt Save feature that lets you stop and continue from any point in the game (though once you resume, the save disappears). Very cool indeed.

Why the 16-bit version of this was never released in the U.S. is beyond us, but if this version doesn't make it over, something is definitely wrong. Hopefully someone will wake up (Eidos? Nintendo?) and bring these classics back before they disappear forever.



the **LEADER** in  
**GAME BOY COLOR**



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THE DEVIL WILL DEAL WITH YOU.



Sega Dreamcast

Ubi Soft  
ENTERTAINMENT



ACTUAL SCREEN SHOT



**SPEED DEVILS**



## PREVIEW GALLERY

### World Kicks

World Kicks, Namco's latest Naomi soccer game, allays some of the fears we had about their rumored boycott of Sega and Dreamcast. As an arcade soccer title, the game is catered toward the more casual fans of the sport. Movement is handled via a joystick while a life-sized soccer ball button located underneath the machine handles the direction and velocity, depending on how you kick the "ball." No word yet on a Dreamcast release, but the unofficial word from Namco is...probably not.



### Outriggers

There's just no stopping Naomi. After months of testing in Japan, Sega is getting ready to release their multiplayer, first-person shooter, Outriggers. Gameplay is a direct tribute to PC games like Quake and its ilk; it even employs a trackball to emulate "mouselook." Each of the levels is fairly small so players never lose sight of others to frag. Outriggers is out in Japanese arcades now.



"MOVE OVER MARIO..."

Nintendo Official Magazine, June '99.

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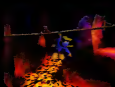
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*But hey—you've got 40 WINKS™. And you've got the power—the power to go wherever your dreams take you. The power to beat whatever nightmares you find once you're there. So close your eyes.*

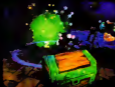
**Conquer Your Nightmares and Rescue Your Dreams!**



Amazing Transformations!



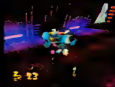
Battle as a Ninja!



Get the magic and become a wizard!



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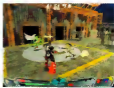




## PREVIEW GALLERY

### Spawn

Capcom continues their exploration of other genres by making their first arena-style shooter on Sega's Naomi hardware. *Spawn* employs four action buttons: attack, jump, item, and view. (The view button allows you to slide into first-person view for a look around, but you must remain stationary). The most impressive aspect of *Spawn* is the wide variety of characters and weapons you may choose from: 14 characters and hundreds of weapons in all. While the single-player game is fun, the real strength of *Spawn* comes from its linked modes which allow up to four machines simultaneously. A Dreamcast version will happen sometime next year, followed by a PlayStation 2 release sometime in 2001. Capcom will release *Spawn* to arcades this fall.



### Jambo Safari

Sega's latest Naomi title in their "occupation series" has you driving an offroad jeep capturing animals in order to "protect" them. Chase down animals in your vehicle, and when you get close enough, fire a lasso from your jeep and reel in these wild untamed beasts. When you're being pulled, the game's perspective switches to first-person view. The speed and type of animals will also progressively get faster as you go through each area. *Jambo Safari* will hit arcades in **October**.



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## Samba de Amigo

**Sonic Team** tries its hand at music games in **Sega's** latest arcade title. You (and a friend, if he/she so chooses) grab maracas and shake 'em to the beat. You're given signals which burst out from the center of each side of the screen toward one of six circled areas. This is your cue to shake your maraca in that area (it's got infrared sensors to make sure you're doing it correctly). *Samba de Amigo* is out in Japan **now**.



## Sports Simulation's Soccer, Hockey

**Sports Simulation, Inc.** has been pushing hard to market their latest line of amusement machines called...yes, Sports Simulation. One machine can house any of the four sports variations: soccer, hockey, baseball and football. Gameplay is barebones simple, but 100 percent physical. You kick, wack, pitch, throw the ball or push into a screen that will track its location via infrared sensors. The LCD video will react to where your ball impacts and clock the speed of your pitch. Extra play time is given to players who can score goals, strike out batters or complete a certain number of passes in a set amount of time. The entire system runs on a 500 MHz Pentium III PC and costs \$1-3 per game.



## Mr. Driller

**Mr. Driller** is **Namco's** latest System 12 "action puzzle" game. The object of the game is to drill your way into the colorful depths. As you descend, you'll constantly need to replenish your air supply with air capsules. By drilling strategically, you let the falling pieces create combos; but make a wrong move and the world could topple down on top of you. *Mr. Driller* will hit arcades **this fall**. Perfect for a PS release?



## The Typing Of The Dead: Keyboard Masters

**The Typing Of The Dead** takes you once again through a hellish journey, except this time you're armed with a keyboard. Each zombie you encounter will come with words that you'll need to type in order to cut them down. We got hands-on with this offbeat "action" title at both TGS and AMOA and we just couldn't get enough. The playable demo only had the first level from HoTD2. When asked about a stateside ToTD release, **Sega** officials were skeptical. And we don't blame them. Just imagine an arcade cabinet with a built-in keyboard! On the other hand, this is by far the best "educational" game we've ever played.



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# SHOW ME THE MONKEY!



**NINTENDO IS CONVINCED DONKEY  
KONG 64 WILL BE ITS BIGGEST  
GAME EVER. BUT DOES  
THIS PRICEY CART DELIVER?**



# DONKEY KONG 64

By Todd Zuniga

**N**o gamer from the days of yore can erase the memory of Mario leaping, tiny legs stretched like an Olympic hurdler, over barrels rolled down teetered iron slopes by probably the most loveable primate in American history. These snapshots of the original Donkey Kong are not only memories of a bygone youth, but a bygone era. After all, the generous use of 3D graphics has all but devoured the simplicity of two-dimensional games, so even Donkey Kong can't expect to avoid such a fate. Yes, friends and countrymen, on Nov. 22 Donkey Kong will be back on store shelves with a vengeance, and this time he's brought some of his closest (and downright comical) relatives from the wide expanse of his family tree to share in the adventure.

But DK64's launch on a fading Nintendo 64 system—fading in the eyes of gamers distracted by Sega's visually crisp Dreamcast and the deafening buzz over PlayStation—has not come without a little spite from gamers waiting for Rare's other certain blockbuster, Perfect Dark. The sequel to top-selling GoldenEye and one of the most eagerly anticipated games to hit the N64, Perfect Dark will be delayed until April 2000. Rare said the DK64 team consists of 16 people and a support team of eight others were then drafted to help finish the project, but Rare dodged our specific questions about where the eight people came from. Were any moved from the Perfect Dark project? Who knows. We do know Nintendo needed DK64 done this Christmas. After all, when asked what the most difficult part of making DK64 was, they said, "Completing it on time."

But why not finish them both for a holiday release? PD has been playable since 1997's E3 and DK64 has been in production for more than two years. Our answer: It all comes down to money. Nintendo probably thinks releasing PD at the same time as DK64 will steal their main primate's thunder. As unfortunate as that is for

# Funky Monkeys

DK64's Kongs come in all shapes and sizes. And you'll wanna replay levels with different apes, since some Kongs can reach areas others can't. Meet the team:



## Chunky Kong

Chunky is DK64's square-jawed heavy-hitter—not to mention one heck of a puzzle solver. Whatever he doesn't understand, he smashes. Who can argue with logic like that?



## Lanky Kong

Here's one aptly named orangutan. Lanky's arms stretch to ridiculous lengths, letting him bonk baddies from across the room while unleashing a bizarre form of simian kung-fu.



## Tiny Kong

The sweet little girl of the gang, Tiny can squeeze into the darndest places. She's the fastest of all the Kong characters—which is good, since she's not particularly strong.



## Donkey Kong

If you don't know who this guy is, you're reading the wrong magazine (try *Cat Fancy*). Nintendo's main ape is the jack-of-all-trades central character in DK64. But you won't get far without unlocking Donkey Kong's four playable relatives.



## Diddy Kong

Little Diddy's been hanging with DK since the original Donkey Kong Country hit the Super NES. But despite his role as a half-pint sidekick, Diddy's still not small enough to squeeze into the tightest nooks. That's Tiny Kong's territory.





You want mini-games? You got 'em. Rare pecked this cart to near bursting with hidden challenges and bonus stages.

PD anticipators, Nintendo is doing all they can to make DK64 the top-selling game of all time.

To give an idea of how adamant Nintendo is about making DK64 number one, consider their zealous spending on the game's advertising campaign. This holiday season, moviegoers in 10,000 theaters nationwide will be privy to a 60-second DK commercial displaying the different aspects of the game. There will be a Dr. Pepper/Donkey Kong sweepstakes that'll bring video game advertising to supermarkets. The game's launch will be supported by \$12.5 million. Donkey Kong will be on your television, your radio, in print and even on billboards. When it's all said and done, Donkey Kong promotions will total a whopping \$22 million, which is about \$10 million more than is typical for a Nintendo game's launch. Nintendo has one goal in mind: To sell 4 million copies

before the sun goes down on New Year's Eve. That's 1.5 million more than N64's Legend of Zelda: Ocarina of Time. They also expect to sell nearly a million green see-through N64s bundled with DK64 for \$129.95 (the combo will hit stores the

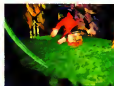
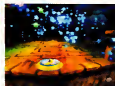
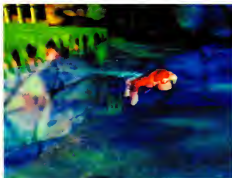
So with all this fuss, about the game itself? Well, think of it as Super Banjo-Kazooie. For starters, DK64 is huge. There are eight vast levels and over 200 objectives. Within the enormous levels are eight

**"A good player should be able to get to the end within 30 hours or so with an adventure score of 50 percent."**

same day as the game). Try to keep all those numbers straight when you're participating in the gorilla call or hairiest body contests that will be promoted alongside the game's release by top U.S. radio markets.

boss keys (one for each boss), 40 blueprints you'll need to locate, 30 battle crowns, 40 banana medals and a measly 200 golden bananas spread throughout the game. It's all just numbers, but after about 10 hours of gameplay we had only





one crown, a few blueprints, three boss keys and only 16 golden bananas. So how long will it take to beat DK64? "This largely depends on the individual," a Rare spokesman said. "A good player should be able to get to the end within

the more you'll find."

Within the eight levels you'll find a series of mini-games ranging from a mine cart race to the original Donkey Kong arcade game. The big gameplay twist here is that the different Kongs (you'll

Donkey and Diddy, there are three new characters to monkey around with. Lanky Kong is an orangutan who brings us back to the days of the Clint Eastwood classic *Any Which Way But Loose*. Lanky's long-arm attacks and ability to walk on his hands make for plenty of personality. There's also the pig-tailed Tiny Kong, who is the quickest of the clan. She scoots around with a hurried gallop. DK64 also introduces Chunky, a musclebound gorilla, who strolls around in a lumbering gait. All are equipped with special moves and all can play instruments, a skill they'll need to advance hurriedly through the game. All these characters appear in a deathmatch multiplayer mode where Lanky uses his grape-blasting blow gun and Donkey Kong goes ballistic with his coconut shooter. These same weapons (along with many others) will be integral in the game to foil K. Rool's cunning attempts to destroy DK Island. Thin

**"We wanted (DK64) to look better and be bigger than anything that had gone before it."**

30 hours or so with an adventure score of 50 percent. But the DK team can guarantee they won't have seen everything the game has to offer in that time. To beat the game properly you'll have to score the maximum adventure score. DK64 comes down to this simple rule: The more you look,

open five, profiles for which are on page 220) will lead you to the promised land of beating the game. The other lure of the game is that after beating certain levels with certain Kongs you'll need to go back with other Kongs to fully unlock the different mysteries of each level.

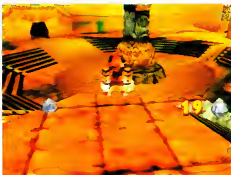
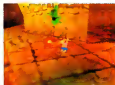
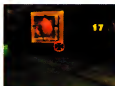
Along with the old recognizable

# Wild Kingdom

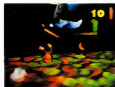
You already know Donkey Kong was a star. But did you know he's one of Nintendo's hardest-working primates? The big ape has appeared in nearly 20 games. And although Rare refused to comment on whether we'll see his K on the Dolphin, it's a safe bet his reign will continue. After all, check out his legacy:



- Donkey Kong (arcade)**
- Donkey Kong Jr. (arcade)**
- Donkey Kong 3 (arcade)**
- Donkey Kong (NES)**
- Donkey Kong Jr. (NES)**
- Donkey Kong Jr. Math (NES)**
- Donkey Kong Classics (SNES)**
- Donkey Kong (Game Boy)**
- Donkey Kong Country 1, 2, 3 (SNES)**
- Donkey Kong Land 1, 2, 3 (Game Boy)**
- Super Mario Kart (SNES)**
- Mario Kart 64 (N64)**
- Mario Party (N64)**
- Super Smash Bros. (N64)**
- Mario Golf (N64)**



You'll find at least one classic Nintendo arcade game emulated within DK64. Just track down the hidden coin-ops and play 'em.



on plot and thick on fun, the comical aspects of the game will grab your attention and the sheer size and vast quantity of secrets will keep it. "People's expectations of DK's first outing on the N64 have always been high," said a Rare spokesman. "Tying together something this big is never an easy job but we feel that the end result will give game players of all ages and abilities something worthy of their attention."

DK64 is the first game to require the Expansion Pak. In fact, the banana-yellow cartridge comes packed with it for \$69.95. "We wanted [DK64] to look better and be bigger than anything that had gone before it and so the use of the Expansion Pak was essential in achieving our goal," Rare told us. "Vibrant lighting effects and huge levels just wouldn't be possible without it. When you get to play the game for yourselves you'll begin to appreciate that these are some of the

biggest and most colorful levels the N64 has ever seen. The lighting effects are used to promote new types of game styles as well as enhancing the visual mood of the game."

Of course, that raises the obvious question: What if you already bought an Expansion Pak? Won't you be stuck with one Pak too many if you buy DK64? Rare dodged that question, too. Nintendo has not announced plans to release DK64 without the Pak (a Pak-free release seems highly unlikely, since two versions of the same game would confuse parents). So it looks like you Expansion Pak owners out there will have to grin and bear the extra \$20 or so the inclusion of the Pak adds to DK64's cost. And that hardly seems fair, considering that \$70 is pretty pricey for a first-party N64 cartridge. We asked Rare if they thought it was unfair to charge gamers for an Expansion Pak they may already

have bought; the DK64 team refused to answer that question, too.

So now for the ultimate question: Is DK64 and its bells, whistles and golden bananas all it's cracked up to be? The answer is a definite yes. But, is it necessarily worthy of a Perfect Dark delay? We don't think so. The final judgment will be for gamers to decide after they damp their mitts on Donkey Kong, after Nintendo has saturated the holiday market with DK64 advertising, Expansion Paks, banana-colored cartridges and a cast of new Kongs all in an effort to prove the Nintendo 64 still has legs. Or is there a much larger, hidden picture we may be overlooking and DK64 is the pre-millennium equivalent of Donkey Kong Country, which released just as the Super NES neared the end of its lifespan? Perhaps history is repeating itself. ☹

## King Kong Bundle

While \$70 for DK64 seems like a crap deal—at least to gamers who already own an Expansion Pak—Nintendo's limited-edition cart-hardware bundle actually looks darn good to us. After all, you get the game, an Expansion Pak and a Jelly Roacher-style Nintendo 64—all for \$129.95. If you wanted 'til now for an N64, you could do worse than to nab this combo on Nov. 22.



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# GAMING E.R.

**Busted game gear got you down? Fret not. Here's everything you need to know to keep your consoles—and yourself—in tip-top health.**

**I**t's a dangerous gaming world out there. Controllers break. Consoles overheat. Memory cards fall. CDs skip. And heck—that's just the stuff that can go wrong with your gear. Believe it or don't, gaming takes its toll on your bod, too. Play long enough and you might be stuck with strained eyes, cramped paws and a derrière too fat for your chair, among other achy, breaky health woes.

So the *EGM* editors decided to make the world a safer place for our fellow gamers. More importantly, we saw an opportunity to dress a hot model in a nurse's outfit. What follows is an eight-page guide to

saving your systems from the rigors of daily gaming. Why does your PlayStation skip? Why don't those Dreamcast launch games work? And do you really need to clean your N64 every month like the guy at the Funcoland counter says? Quit gawking at that nurse chick long enough to read the article and you'll find out.

We also talked to the docs and found out just how hazardous games can be to your health. But don't worry: You'll find plenty of free medical advice in this feature. Consider it a gamer's survival guide—one that'll help you play it safe while you play hard.

**Photography By Raphael Fuchs**





# +PlayStation

**Customer Service:** 1-800-345-7669

**Warranty Period:** 90 days

**Diagnosis:** Now entering its fourth year of service, Sony's PlayStation is the golden oldie among the systems in this feature. And, as you'd expect, the console's old age is its leading cause of some unhealthy hang-ups. If you own one of the ancient 300-series PlayStations that launched in '95 or a slightly newer model, you may be living with these major malfunctions...

**Critical conditions:** Ch-ch-choppy cinemas. Sk-sk-skipping music. Familiar? We've gone through enough PlayStations to know that the older the system gets, the more it skips. So what's the d-d-deal? "The physical assembly that allows the CD-ROM eye to focus and glide back and forth on its track wears out," said Dan Kramer, an independent contractor for NYKD peripherals (he also repairs PlayStations and has worked on everything from radar systems to juke boxes). "There are some issues of heat reaching the CD mechanism, as well, but mostly it's just a matter of the track wearing out. And the more wear the CD mech gets, the more instances you get of the signal degrading as you lose data."

Kramer said Sony has made several improvements to the PlayStation since the original 300s model, which was notorious for skipping. But just because you bought a more recent unit doesn't mean your shiny new console will be problem-free forever. "Most of this stuff is disposable technology," he said. "The CD mech is really a low-cost item. Sony clearly wanted a drive that wouldn't cost much but would give decent performance for the price."

Unfortunately, you don't have many options if your PlayStation is suffering a wicked case of the skips or ceases to load games. The wear and tear is already there. One short-term solution is to stand the unit on its side or even turn it upside down. "That makes it so the CD mechanism is running on the opposite side of the track that's not worn out," Kramer said. Of course, leaving your PlayStation inverted will eventually wear out the other side of the track, leaving you with a system that skips no matter which way it sits.



## Gamer's First Aid Kit

Wanna lengthen the lifespan of your game stuff? Take two of these tools home and call us in the morning.

That leaves you with the last-straw options of buying a new system or sending the unit off to Sony or someone like Kramer for repair. You'll end up spending about \$50 for the fix, unless you're still within the go-day warranty period. Some mail-order outlets sell kits that help you fix the PlayStation on your own, but Kramer warns against any do-it-yourself deals. "You can replace the mech yourself," he said, "but the CD-ROM's output won't be adjusted electronically, so you'll have varied results."

Aside from worn-out CD drives, Kramer also sees plenty of blown controller-port fuses come across his workshop table. The culprit here: poorly made PlayStation controllers that draw too much current from the joystick port for vibration. "A lot of third-party peripheral manufacturers don't make licensed controllers and don't follow Sony's electrical specifications," he said. "Sure, you'll save a little money if you buy these controllers, but it may cost you more in the long run if you blow a fuse in your system."

**Preventive medicine:** We hit up Kramer and the tech-heads at Sony for the following list of PlayStation dos and don'ts:

- ♦ Sony insists that you can play your PlayStation as long as you wish and never worry about it overheating. We figure you're better off playing it safe and giving the thing a cool-down break every few hours.
- ♦ Don't leave your system lying on the floor. Carpet will clog the vents and cook it. Neighbors will step on it. Friends will spill booze on it.
- ♦ Turn your PlayStation off when you're done with it (a lot of people forget to do this). Better still, unplug the unit. The power supply inside stays warm as long as it's plugged in, so you'd might as well keep your system cool when you're not using it. You won't risk lightning damage, either.
- ♦ Never clean the CD drive's laser lens. You might scratch it. In fact, keep the PlayStation door closed as often as possible to keep dust out of the system's sensitive parts.
- ♦ You should, however, clean your CDs if they're dusty. Use a clean, soft cloth and wipe the CD from its middle to its outer edge in one straight motion.
- ♦ If you use third-party peripherals, make sure they're licensed by Sony (look for the official Sony logo on the box).

**Finally—and pay attention here—never yank out your memory card when the PlayStation's busy saving a game. At best, you'll just erase a save. At worst, you'll corrupt the card and lose hours and hours of progress in all your games. That's certainly no way to improve our news.**



**Data Deck and DexDrive:** With these peripherals pack features that can undo your worst memory card snafus. Got a corrupt card? Mad Catz' Data Deck'll fix most foul-ups. And Interact's DexDrive will recover PlayStation and N64, saves you accidentally delete.



**Game Doctor:** Just 'cause you backed over your copy of Soul Reaver doesn't mean the game is lost forever. Slip it in the Game Doctor (price: about \$35) and wind out the scratches.



**Canmed Air:** Nothin' clears cobwebs from dusty systems faster than these little air blowers. At \$7 a pop, each can isn't cheap, so don't waste air blasting anthills to smithereens.



**Bandages:** Thumb blisters are an unavoidable consequence of hard-core gaming. We find that a simple Band-Aid, worn on the thumb, helps cushion the blow of rapid-fire tapping. Keep several handy when you tear into intense games.

# +Nintendo 64



**Customer Services:** 1-800-255-3700

**Warranty Period:** 1 year

**Diagnosis:** We're willing to bet good money that Nintendo's 64-Bit toy is the sturdiest system you can buy. After all, since it's a simple, cart-based machine—with no moving parts or motorized mechanisms—it has fewer bits that can break down. Nevertheless, some problems may arise, and believe it or not you're more likely to bring about these glitches yourself.

**Critical conditions:** To clean or not to clean—that's the question clerks at used-game stores across the country have been popping into customers' noggins. Seems that employees at chains such as FuncoLand are giving the hard sell for cleaning kits for cartridge-based systems. One clerk told us we need to clean our system at least once

a month to keep it in tip-top shape. But is all this console scrubbing really necessary? "On the one hand, having a clean system can't hurt," repair guru Kramer told us, "but the more you touch the cartridge slot, the more pressure you put on it, the more you can change the spring tension of the contacts and fatigue the metal." Poke around in the cartridge slot too much and you may weaken the contacts to such an extent that you have an even bigger problem on your hands than just a dirty system: Your Nintendo 64 may break down altogether because it can't read data from the cartridge.

Our advice is simple—unless your Nintendo 64 has been sitting in grandma's dusty attic for a year, don't bother prodding it with a cleaning kit. You'll only subject the cartridge slot to needless wear and tear, and the system's own dust cover will keep its innards clean enough.

**Preventative medicine:** You'll see a few of the same handy tips here that we listed in the PlayStation section, but hey—great advice works for all systems...

- ◆ We never had an N64 overheated, so feel free to leave yours on all day. Running it for days at a time, however, ain't the best idea.
- ◆ Don't leave your system lying on the floor. Cats will chew on it. Kid brothers will spew on it. Relatives will trip over it.
- ◆ If you turn on your N64 and find that the joypad is out of calibration, don't bother turning the unit off and on to reset it. Instead, try this trick: Hold the left and right shoulder buttons simultaneously and tap Start, while making sure the stick is resting in its centered position. As if by magic, your joypad will be calibrated.

◆ Now here's the fun part: You can actually knock your controller out of calibration by leaning the stick off-center while holding the shoulders and pressing Start. Try this on pals in multiplayer games when they're not looking. Then check the looks on their faces when they find their on-screen characters mysteriously out of control. Of course, you can recalibrate the joypad to perfect working order by holding the shoulder buttons and pressing Start. (Yes, we know this trick in no way constitutes maintenance for your N64, but it sure is a great prank. Just don't let your friends bust your joypad in frustration.)



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# +Dreamcast

**Customer Support:** 1-800-872-7342  
**Warranty Period:** 90 days

**Diagnosis** Sega's system is the scrappy new kid on the block, so we don't have much info on its reliability yet. Still, we're optimistic. Our Japanese Dreamcasts, now nearly a year old, have yet to give us maintenance headaches. The system packs the most advanced cooling system of the next-generation consoles. And Sega's previous console, the Saturn, had a better track record for working 'round the clock than the PlayStation. Right, so the hardware is healthy. Dreamcast launch software, on the other hand, is a different story...

**Critical conditions** It wasn't long after Dreamcast hit the streets that we all knew something nasty was going down—games weren't working. Blue Stinger wouldn't boot. Dreamcast browsers couldn't connect. Ready 2 Rumble was glitchy. EGM editor Dan Hsu went through four Sonic Adventures until he found one that worked. Launch-day chaos erupted as angry gamers lined up to return busted software. The main culprit: Sega claims one of its production plants churned out faulty GD-ROMS. And Midway games, reportedly, shipped with faulty drivers.

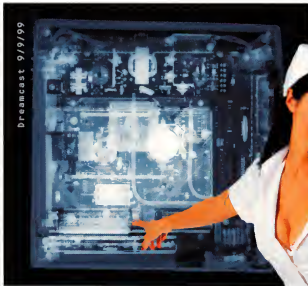
Fortunately, all these glitches were quickly fixed. If you're still stuck with a Dreamcast game that doesn't work, return it to the store for a new one. The words "Hot New" adorn box covers of the most recent versions of all Midway games, which should work fine now. Still haven't found a working Blue Stinger? Call 1-888-402-8951 for a replacement from Activision. And call Sega's

customer service for a replacement Web browser or to report problems with any of your games.

The only problem now lies with the third-party lightguns. They calibrate just fine on some TVs; we can't hit the broad side of a zombie's behind on others. As of press time, neither Mad Catz nor Interact have figured out the problem with their guns, so we're still in the dark about what to do. If your lightgun isn't calibrating properly, try it on every TV in the house and hope for the best.

**Preventive medicines** You know the drill. Heed these tips to make your Dreamcast happy:

- ♦ Feel that breeze blowing out the side of your Dreamcast? That's the cooling fan. Never block these vents, and be sure to give the system a few inches of open space on that side to blow off heat.
- ♦ Don't leave your Dreamcast lying on the floor. Roaches will infest it. Raccoons will build nests in it. Just put the dang thing on top of a table or in an entertainment center, for crying out loud.
- ♦ Remember all those rules we listed for the PlayStation? Well, they apply here, too: Never touch or clean the GD-ROM lens; turn the system off when you're done using it; clean your GDs when they're dusty, blah, blah, blah (these tips should be burned in your noggin by now).



# ARMADA

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## COMING SOON

# DARK ANGEL

VAMPIRE APOCALYPSE



Sega Dreamcast

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# +Can Video Games Kill You?

## Top Docs Talk About the Health Hazards of Gaming

### All in the Wrist

Human hands are nifty little things. Without 'em, after all, we'd never have slapped together tools, harnessed electricity and invented video games. But how's this for irony—playing video games can be hard on the very paws that invented them. "Stiffness, any numbing or tingling in the hands, things of that nature are the usual warning signs of repetitive strain injuries or muscular strain injuries," Dr. James Luck Jr., president of Orthopedic Hospital in Los Angeles, told us. Carpal Tunnel Syndrome (CTS)—a thickening of the hand and wrist ligaments commonly associated with pounding on the office keyboard all day—is a painful possible outcome of playing games too hard for too long. But dodging this condition isn't too tricky. "The best way is to have task variation," he said. "You should move from one style or type of game to another periodically. Most of the studies would indicate that for these types of intense tasks, about 30 minutes at a time is right, and then you should do something else." You should give games a break if you begin to feel CTS' numbing symptoms, and go see your family doc if the condition persists.



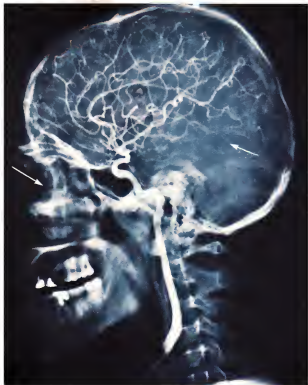
### Maximus Gluteus

No, the act of playing video games won't make you flabby. But playing games morning, noon, night—and never lifting a finger otherwise except to flip Pringles into your pie hole—will turn you into a tub of lard faster than you can say John Popper. And don't think you're burning any more calories just 'cause you're bustin' out superhuman combos in *Soul Calibur*. "Sitting in front of a TV playing a video game isn't much different from sitting in a chair watching TV," said Dr. Charles Wibbelsman, author of *The Teenage Body Book*. In fact, Wibbelsman suggests you don't spend more than an hour a day playing games. At the very least, make sure you get outside and break a sweat once in a while—or you may wind up with worse problems than a titanic ass. "It doesn't take a rocket scientist to know that someone who weighs 300 pounds and is just playing video games is certainly at risk for heart attacks, stroke, all of that," Wibbelsman said. "Maybe they won't have a heart attack or stroke when they're 18, but you can be sure when they're 40 or 45, they'll weigh the same amount. If they're obese as adolescents, they usually don't lose it when they're adults."



## Achy Eyes

Any game manual will warn you that the flash and flicker of fancy graphics can kick off seizures in a small percentage of gamers. But what about the myth that staring at video games for hours at a time will kill your eyesight? "That's not necessarily true," Dr. Ashish Mehta, a pediatric ophthalmologist, said. "What will happen if you're constantly focusing on the same thing is you'll just begin to feel uncomfortable. Your eyes may feel tired. You may feel it's more difficult to keep the object you're concentrating on in focus. But you're not damaging the eye. There's no good study that shows that sitting close to a television or playing games constantly will cause you to need glasses." Avoid sore peepers by taking a 10-minute break from the game every 30 minutes or so. "You'll be changing your focus, and that's the key," Mehta said.



## Drain Bramage

Every doc we talked to agreed games can do more than just hurt wrists and tire eyes. This stuff, they say, can rot your brain. "We're really talking about an activity that's addicting," Dr. Wibblesman said, "and not only do you get out of shape physically—you get out of shape socially. These kids are building a wall around themselves." We're not so sure about that (four-player GoldenEye, we figure, brings folks together just as fast as team sports). But if we learned anything from the M.D.s it's that maybe putting the joystick down once in a while ain't a bad idea. "Games are wonderful. They're a great tool," Dr. Mehta said. "I think they certainly give kids confidence in their hand-eye coordination and things like that. But like everything else in life, moderation is a good thing." 🎮



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THE

**V.G.A.T.****Video Game Aptitude Test**

Name \_\_\_\_\_

OK, everyone—settle down, find a seat and clam up. Break out your number-two pencils. It's time to take the Video Game Aptitude Test. It's time to show just how much you know about your favorite hobby. Here's where we separate the console-history Einsteins from the gamer wannabes who don't know Street Fighter from shinola.

The editors of *Electronic Gaming Monthly* and [www.videogames.com](http://www.videogames.com) have donned their smart-guy caps and compiled this list of 160 questions, which cover everything from the Atari 2600 to the Atari Lynx, from the Nintendo Entertainment System to the Nintendo 64, from the developer of the very first video game to the developers of today's state-of-the-art blockbusters. Each question is crafted to test more than just your knowledge of games; you'll need to figure out relationships between the systems, games and designers who made them.

But before you dive in, heed these simple rules and guidelines:

1. Don't cheat. Sure, you could scan through old issues of *EGM* or dig on the Net to answer the trickier problems, but where's the fun in that? The point here is to see how you stack up on our very first standardized game test. If you're ashamed of your score at the end, just lie about it to your friends.
2. Take your time. Unlike an SAT or other boring real-life exam, you can take as long as you need with the VGAT and even

stop for Soul Calibur breaks. Just don't bug your buddies for answers on the way to bathroom pit-stops (see rule #1).

3. Write your answers clearly in the space provided at the left of each question. If you're worried about marking up your *EGM*, Xerox the VGAT and scribble your answers on the copied version. Or you could just buy a second copy of this magazine and write in it (or not—we just figure that'd make our sales people happy).
4. Finally, when you're finished with the test, close the magazine and lay your head on the table. Or better yet, turn to the final page of this feature and check your answers against the answer key. Here you'll also find a guide to the scoring system, which rates your gaming wisdom using the conventional 1,600-point SAT scale.

So just what will a great score get you? Well, this isn't a contest. There's no grand prize or entry forms. We won't even send you a lousy T-shirt. Put simply, the VGAT is a test of your video-game IQ. Score well and you'll earn bragging rights as the biggest gaming know-it-all on your block. Score low and you'd better study up...we might just subject you to another VGAT next year.

Good luck.

**For office use only.**

Test Number: 0157932



## Section I: Multiple Choice

Pick the best answer from the four options provided and write its letter in the space provided.

- \_\_\_\_\_ 1. The number-one selling video game in 1998 was:
- Metal Gear Solid
  - GoldenEye 007
  - The Legend of Zelda
  - Gran Turismo
- \_\_\_\_\_ 2. Which company hasn't produced a handheld system?
- NEC
  - Sega
  - Sony
  - SNK
- \_\_\_\_\_ 3. Who recorded sound effects for the original Quake?
- John Romero
  - Tommy Talarico
  - Trent Reznor
  - Rikkil Rocket
- \_\_\_\_\_ 4. A 256 Megabit cart is how much in Megabytes?
- 256k
  - 8Mb
  - 32Mb
  - 128Mb
- \_\_\_\_\_ 5. Core Design's "mascot" game for the Wondermega starred what?
- A Wonderswan
  - A Wondermonkey
  - A Wonderdog
  - A Wonderboy
- \_\_\_\_\_ 6. Which 8-Bit Famicom game was the inspiration for the Resident Evil series?
- Sweet House
  - Sweet Horror
  - Sweet Jesus
  - Sweet Home
- \_\_\_\_\_ 7. On which Japanese game was the U.S. Super Mario Bros. 2 based?
- Paca Paca Passion
  - Doki Doki Panic
  - Bishi Bashi Special
  - Doki Doki Pretty League
- \_\_\_\_\_ 8. Which one of the following was the first fully polygonal football game?
- Madden NFL 97
  - NFL GameDay '97
  - NFL Blitz
  - VR Football
- \_\_\_\_\_ 9. Which one of these games was not developed by Treasure?
- Light Crusader
  - McDonald's Treasureland Adventure
  - Alien Soldier
  - Gunner's Heaven
- \_\_\_\_\_ 10. Which one of these real Atari 2600 games featured nudity and adult themes?
- Fast Eddie
  - Dark Cavern
  - Squeeze Box
  - Custer's Revenge
- \_\_\_\_\_ 11. Which of the following was the first system to be backward compatible with a previous game system?
- Game Boy Color
  - Super NES
  - Atari 7800
  - PlayStation
- \_\_\_\_\_ 12. What year did Madden Football not come out for the PlayStation?
- 1999
  - 1996
  - 1997
  - 1998
- \_\_\_\_\_ 13. What does JAMMA stand for?
- Japanese Arcade Machine Manufacturing Association
  - Japanese America Machine Manufacturing Alliance
  - Japanese Amusement Music Manufacturing Association
  - Japanese Amusement Machine Manufacturer's Association
- \_\_\_\_\_ 14. Which of the following is not a real Pokémon?
- CookiePuss
  - Dewgong
  - Ekans
  - Snorlax
- \_\_\_\_\_ 15. Who invented the first home video-game console?
- Ralph Baer
  - Nolan Bushnell
  - Steve Russell
  - Willy Higinbotham





## Section II: Identification

Examine the image and choose the answer that identifies it.

16. Name this peripheral:



- A) The Sensor
- B) UForce
- C) The Force Detector
- D) The Activator

17. Name this game:



- A) Contra: Legacy of War
- B) Contra: Hard Corps
- C) Contra III: The Alien Wars
- D) C: The Contra Adventure

18. Identify this character:



- A) Ryu from Street Fighter EX
- B) Jann-Lee from Dead or Alive
- C) Hanzou from World Heroes
- D) Akira Yuki from Virtua Fighter

19. This game is from which compilation:



- A) Namco Museum Vol. 4
- B) Konami Arcade Classics
- C) Arcade's Greatest Hits: The Midway Collection 2
- D) Arcade's Greatest Hits: The Atari Collection 2

20. Identify this system:



- A) Atari 2600
- B) Atari 5200
- C) Atari 7800
- D) Atari XE

21. Identify this game:



- A) Final Fantasy
- B) Final Fantasy II
- C) Final Fantasy III
- D) Final Fantasy Anthology

22. Identify this game:



- A) Crystal Castles
- B) Donkey Kong
- C) Kangaroo
- D) Congo Bongo

23. Identify this peripheral:



- A) Menacer
- B) Super Scope 6
- C) The Guncon
- D) The Devastator

# This is no time to second guess yourself.

## Killer soundtrack including music performed by

Blink 182, Ministry, Fear Factory, H-D  
Voodoo Glow Skulls, U2, Lagwagon,  
Ten Foot Pole, Pulley, Face to Face



2 Player Split Screen Mode



5 Different Events



Exclusive Create-A-Park Feature



7 Unique Lifestyle Riders



Hundreds Of Trick Combos



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24. What's the full name of this peripheral?



- A) Robotic Operating Buddy
- B) Nintendo "Bot
- C) Robotic Operating Blaster
- D) Robot of Unusual Size

25. Name this game:



- A) Gradius
- B) Gradius III
- C) Life Force
- D) Parodius

26. Who's this guy?



- A) Shigeru Miyamoto
- B) Hideo Kojima
- C) Akira Nishitani
- D) Yoshitaka Amano

27. Name this system:



- A) Intellivision
- B) Intellivision II
- C) Intellivision III
- D) Intellivision IV

28. Name this game:



- A) Star Master
- B) Star Raiders
- C) Star Trek
- D) Star Voyager

29. Name this console:



- A) Odyssey
- B) Odyssey2
- C) Arcadia 2001
- D) Astrocade

30. Who's this guy?



- A) Andy Gavin
- B) David Perry
- C) Jason Rubin
- D) Ken Lobb

## Section III: Analogies

Read each sentence then pick the appropriate word or phrase that best completes the sentence from the four options provided.

31. Mario is to the NES as Bonk is to the...

- A) ...Genesis
- B) ...TurboGrafx-16
- C) ...Atari 2600
- D) ...CD-I

32. Tommy Tallarico is to Aladdin as Koji Kondo is to...

- A) ...Super Mario Bros.
- B) ...Final Fantasy VII
- C) ...Streets of Rage
- D) ...Spyro the Dragon

- 33) George Plimpton is to the Intellivision as Ice Cube is to...
- ...the PlayStation
  - ...the Saturn
  - ...the Virtual Boy
  - ...the Atari 7800
34. NCAA Football is to Madden NFL Football as NCAA GameBreaker is to...
- ...NFL GameDay
  - ...Quarterback Club
  - ...NFL Blitz
  - ...NFL 2K
35. The Super Famicom's Final Fantasy IV is to the Super NES' Final Fantasy II as Super Famicom's Final Fantasy VI is to...
- ...Final Fantasy: Mystic Quest (Super NES)
  - ...Final Fantasy VII (PlayStation)
  - ...Final Fantasy VIII (PlayStation)
  - ...Final Fantasy III (Super NES)
36. Gravity Kills is to Test Drive 5 as Sugar Ray is to...
- ...Revolution X
  - ...Road Rash 3D
  - ...WipeOut
  - ...Nao
37. Chun-Li is to Breath of Fire as Sonic is to...
- ...Crusader of Centy
  - ...Driver
  - ...Breath of Fire II
  - ...Looping
38. Nell McAndrew is to Lara Croft as Rhona Mitra is to...
- ...Nina Williams
  - ...Lara Croft
  - ...Chun-Li
  - ...Red Lotus
39. Altered Beast is to Genesis as Minestorm is to...
- ...Atari 5200
  - ...Vectrex
  - ...Intellivision
  - ...Colecovision
40. Pac-Man is to the Atari 2600 as K.C. Munchkin is to...
- ...the Intellivision
  - ...the Colecovision
  - ...the Vectrex
  - ...the Odyssey 2
41. "Genesis Does What Nintendo!" is to Sega as "Now You're Playing with Power" is to...
- ...Sega
  - ...Sony
  - ...Nintendo
  - ...Atari
42. Mega Drive is to Genesis as PC Engine is to...
- ...Atari Jaguar
  - ...Coleco Adam
  - ...Nintendo Entertainment System
  - ...Turbo Grafx-16
43. Colly is to Q-Bert as Evil Otto is to
- ...Crystal Castles
  - ...Berzerk
  - ...Gunstar Heroes
  - ...Gorf
44. Cool Spot is to 7-Up as Mick and Mack: Global Gladiators are to...
- ...Hardees
  - ...Burger King
  - ...McDonald's
  - ...Boston Market
45. Eternal Champions is to Street Fighter II as Freeway is to...
- ...Frogger
  - ...Pole Position
  - ...Tempest
  - ...Donkey Kong

### Section IV: Matching

Choose the option from the left that matches the item on the right. Write the letters in the space provided. Use answers in each group once only unless otherwise noted.

Which old-school shooter is which?

46. Galaga
47. Gyruss
48. Gaplus
49. Gorf
50. Galaxian













Match the game creator with the game he made:

- |                        |                   |
|------------------------|-------------------|
| 51. Yu Suzuki          | A) Policenauts    |
| 52. Steve Jobs         | B) Marble Madness |
| 53. Hideo Kojima       | C) Gauntlet       |
| 54. Ed Rotberg         | D) Populous       |
| 55. Shinji Mikami      | E) Dragon Warrior |
| 56. Hironobu Sakaguchi | F) Space Harrier  |
| 57. Yuji Horii         | G) Battlezone     |
| 58. Mark Cerny         | H) Breakout       |
| 59. Ed Logg            | I) Resident Evil  |
| 60. Peter Molyneux     | J) Final Fantasy  |






Which button goes with which system's first-party controller?

- |                |   |   |
|----------------|---|---|
| 61. Atari 2600 | A |  |
| 62. Atari 5200 | B |  |
| 63. 3DO        | C |  |
| 64. Super NES  | D |  |
| 65. TurboDuo   | E |  |

Match the silhouette to the game character:

- |                   |           |   |   |
|-------------------|-----------|---|---|
| 66. Nina Williams | 74. Kenny | A |    |
| 67. Abe           | 75. Tails | B |   |
| 68. Bomberman     |           | C |   |
| 69. Blanka        |           | D |  |
| 70. Lara Croft    |           | E |  |
| 71. Bonk          |           | F |  |
| 72. Pitkachu      |           | G |  |
| 73. Megaman X     |           | H |  |
|                   |           | I |  |
|                   |           | J |  |

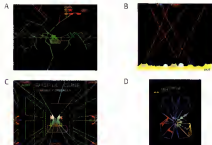
Which Castlevania game is which?

- |  |   |   |
|--|---|---|
| 76. Castlevania: Bloodlines            | A |  |
| 77. Castlevania: Symphony of the Night | B |  |
| 78. Super Castlevania IV               | C |  |
| 79. Dracula X: The Rondo of Blood      | D |  |
| 80. Castlevania III: Dracula's Curse   | E |  |

## Section V: Pot Luck

Here's a little bit of everything—including some real oddball questions. Follow the directions for each.

81. Fill in the missing parts of the infamous "Konami Code" sequence: Up, Up, Down, Down, \_\_\_\_, \_\_\_\_, Left, Right, B, A, and Start
- A) Up, Up  
B) Left, Right  
C) Right, Right  
D) Right, Left
82. Which game uses a different display technology?



83. One way to open the second quest in The Legend of Zelda for the NES is to enter \_\_\_\_\_ as your character's name.
- A) Link  
B) Mario  
C) Navie  
D) Zelda
84. Do the math: Take the number of points you get when you eat a cherry in Pac-Man, and multiply it by the most number of fireworks you can get at the end of a level in Super Mario Bros. Take that result, and divide it by the number of bubbles required to make a "match" in Bust-A-Move. What do you get?
- A) 150  
B) 200  
C) 250  
D) 300
85. Which game quote doesn't belong?
- A) "Come get some!"  
B) "Groovy."  
C) "Here we go!"  
D) "Shake it, baby."
86. Which one of these is not a secret character from the Mortal Kombat series?
- A) Smoke  
B) Ninjor  
C) Noob Saibot  
D) Jade
87. Each shot below is the actual screen size of one of the incarnations of the Game Boy. Which is the correct size of the Game Boy Color's screen?

88. How many copies of a game need to sell to make it a Nintendo "Player's Choice" title?
- A) 10,000,000  
B) 1,000,000  
C) 500,000  
D) 100,000

89. Do the math: Take the total number of playable warriors in the original Street Fighter II and add it to the number of punch buttons used in that game. Now take that result and add it to the number of different characters you can play as in Golden Axe.
- A) 10  
B) 12  
C) 14  
D) 18

90. Which character doesn't belong?



## Section VI: Multiple Choice



91. Which one of these games did Rare not develop?
- A) Mario Kart 64  
B) RC Pro Am  
C) Donkey Kong Country 3  
D) Battletoads
92. What was to be the original name of Pac-Man?
- A) Puck-Man  
B) Disc-Man  
C) Pack-Rat  
D) Man-Eater
93. John Madden is to EA's NFL Football series as Brett Favre is to?
- A) Midway's Blitz  
B) 989 Sports' NFL Xtreme  
C) 989 Sports' GameDay  
D) Acclaim's Quarterback Club

94. Which of these peripherals was never designed?
- Le Stick: A one-handed Atari 2600 controller that you operated by leaning it in the desired direction.
  - Mindlink: Worn as a headband, this prototype Atari VCS controller read electrical impulses in a player's noggin and turned them into game commands.
  - Intellivest: Players wore this rare Intellivision peripheral and moved their arms to control on-screen characters.
  - Power Pad: You stomped on colored circles on this mat that plugged into your NES.
95. Famicom stands for:
- Fantastic Microcomputer
  - Famous Micro Machine
  - Family Computer
  - Something Japanese not meant for English translation
96. Which was the first console system to offer licensed sports games?
- Atari 2600
  - Intellivision
  - NES
  - Sega Genesis
97. What was the name of the first interactive computer game?
- Pong
  - Space Invaders
  - Spacewar
  - Gunfight
98. Spider-Man didn't appear in which of the following games?
- Marvel Super Heroes (Saturn, PlayStation)
  - Punisher (Game Boy)
  - Marvel vs. Capcom (Arcade)
  - X-Men vs. Street Fighter (PlayStation)
99. Which of these characters is not an end-game Boss?
- M. Bison
  - Milke Tyson
  - Sniper Wolf
  - Mother Brain
100. In which Neo•Geo game did a villain utter the infamous phrase, "I am destined just to die.?"
- Crossed Swords
  - Cyber Lip
  - Samurai Shodown
  - Magician Lord
101. At the end of Soul Edge (Soul Blade on the U.S. PlayStation), who walks away with the Soul Edge?
- Mitsurugi
  - Cervantes
  - Siegfried
  - Li Long
102. Which home system had a version of R-Type first?
- Nintendo Famicom
  - Sega Master System
  - Super Nintendo
  - PC Engine
103. How many games total were released exclusively for NEC's Supergrafx system?
- Five
  - Eleven
  - Thirteen
  - None Of The Above
104. Which Famicom game in the 'Bos housed every major and minor Konami character in one cartridge?
- Parodius
  - Konami World
  - Easter Island Panic
  - Konami Wild Scramble
105. Who is Golgo 13?
- Dutch Torgo
  - An elite agent from Japan
  - A cop who always gets his man
  - A freelance assassin with a custom M-16

## Section VII: Identification

106. Name this peripheral:



- The VR Hoop
  - Activator
  - Slam Man
  - The Body Sensor
107. This cartridge is for what system?



- Atari 2600
- Neo•Geo
- Master System
- Genesis

108. Who's this guy?



- A) Bernie Stolar
- B) Leonard Herman
- C) Dave Perry
- D) Nolan Bushnell

109. Identify this game:



- A) Adventure
- B) Haunted House
- C) Advanced Dungeons & Dragons
- D) Quest 64

110. Identify this character:



- A) Tifa
- B) Rinoa
- C) Selphie
- D) Aeris

111. Identify this peripheral:



- A) Starpath Supercharger
- B) Colecovision Expansion Module #1
- C) Intellivoice
- D) PDP-1 Computer

112. Name this system:



- A) 3DO
- B) CDTV
- C) Neo-Geo CD
- D) CD-i

113. Name this game:



- A) Centipede
- B) Millipede
- C) Slither
- D) War of the Bugs

114. Who's this guy?



- A) Shigeru Miyamoto
- B) Yu Suzuki
- C) Ken Kutaragi
- D) Hajime Nakatani



## Section VIII: Matching

Match the silhouette to the handheld:

- \_\_\_ 115. Original Game Boy
- \_\_\_ 116. Original Atari Lynx
- \_\_\_ 117. Milton Bradley Microvision
- \_\_\_ 118. TurboExpress
- \_\_\_ 119. Nomad



Match the character to the collectible/pick-up:

- \_\_\_ 120. Bonk
  - \_\_\_ 121. Sonic
  - \_\_\_ 122. Gex
  - \_\_\_ 123. Crash Bandicoot
  - \_\_\_ 124. Popeye
  - \_\_\_ 125. Pitfall Harry
  - \_\_\_ 126. Ape Escape's Spike
  - \_\_\_ 127. Tomba
  - \_\_\_ 128. Chris Redfield
  - \_\_\_ 129. Pac-Man
- A) Lunch Box
  - B) Musical Herb
  - C) Cookies
  - D) Remote Control
  - E) Wumpa Fruit
  - F) Gold Bar
  - G) Meat
  - H) Strawberry
  - I) Gold Ring

Match the Street Fighter joystick motion to the move (note some answers may be repeated):

- \_\_\_ 130. Ryu's Fireball
  - \_\_\_ 131. Sakura's Hadoken
  - \_\_\_ 132. Akuma's Gou Hadoken
  - \_\_\_ 133. Sagat's Tiger Punch
  - \_\_\_ 134. Ken's Fireball
- A)  + P
  - B)  + K
  - C)  + P
  - D)  (held) + K
  - E)  + P

Match the designer with the character he created:

- \_\_\_ 135. Shigeru Miyamoto
- \_\_\_ 136. Moru Iwatani
- \_\_\_ 137. Kenji Eno
- \_\_\_ 138. Toby Gard
- \_\_\_ 139. Yuji Naka
- \_\_\_ 140. David Crane
- \_\_\_ 141. Akira Toriyama
- \_\_\_ 142. Tetsuya Nomura
- \_\_\_ 143. Doug TenNapel
- \_\_\_ 144. David Siller



Match the feat with the score below:

- \_\_\_ 145. Eating the fourth ghost in a row in Pac-Man
  - \_\_\_ 146. Reaching the tippy top of the flag pole in Super Mario Bros.
  - \_\_\_ 147. Beating Dr. Wily at the end of Mega Man
  - \_\_\_ 148. Destroying the large flying saucer in Asteroids
  - \_\_\_ 149. Jumping a barrel in Donkey Kong
- A) 5,000 points
  - B) 200,000 points
  - C) 100 points
  - D) 200 points
  - E) 1,600 points

## Section IX: Multiple Choice

- \_\_\_ 150. What was the name of the kidnapped girl in Vigilante?
  - A) Marion
  - B) Jane
  - C) Madonna
  - D) Selene
- \_\_\_ 151. From what storage medium did the Starpath Supercharger load games into the Atari 2600?
  - A) Video Cassettes
  - B) Compact Discs
  - C) Audio Cassettes
  - E) 5.25-inch Floppy Disks



152. Which one of these games was a pack-in cart for the Super NES?

- A) Killer Instinct
- B) Yoshi's Island
- C) Neither of them
- D) Both of them

153. Hey—who farted?!

- A) Abe from Abe's Odyssey
- B) Boogerman
- C) Toshinden's Fo Fai
- D) All of the above

154. What is Mega Man called in Japan?

- A) Ultraman
- B) Blueman
- C) Rockman
- D) Wonderman

155. This Star Wars game is running on what system:



- A) Nintendo 64
- B) 32X
- C) PlayStation
- D) Super NES

156. On what date did Resident Evil 2 take place?

- A) July 5, 1998
- B) July 17, 1998
- C) Sept. 29, 1998
- D) Sept. 17, 1998

157. A character named Cid appears in which Final Fantasy game?

- A) Final Fantasy II
- B) Final Fantasy III
- C) Final Fantasy Tactics
- D) All of the above

158. Which of these games never used a rollerball?

- A) Millipede
- B) Rampart
- C) Rollerball
- D) Marble Madness

159. Which one of these is not a real gaming magazine from the 1980s:

- A) VideoGames and Computer Entertainment
- B) Videogaming Illustrated
- C) Electronic Gaming Fun
- D) Electronic Games

160. Which one of the following baseball games doesn't have an MLB license?

- A) Baseball 2000
- B) Triple Play 98
- C) High Heat Baseball 2000
- D) Bottom of the 9th

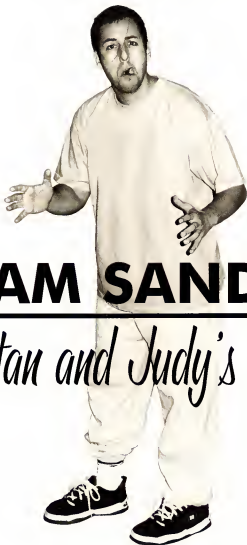
You've completed the Video Game Aptitude Test

**Please close your answer booklet and lay your head on your desk.**

**PARENTAL  
ADVISORY**  
EXPLICIT CONTENT



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# ADAM SANDLER

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## *Stan and Judy's Kid*

**The new album.**

Featuring 17 new skits and songs including "The Chanukah Song Part II,"  
"The Peeper," "She Comes Home To Me" and "7 Foot Man."

Log on to Adam's new website  
**[www.wbr.com/sandler](http://www.wbr.com/sandler)**

Congratulations—you finished the test. Now it's time to see how well you've done. We figure the easiest way to do that is for you to tear out this page and compare its answer key side-by-side with the answers you've written on the test. Tally up all the answers you got wrong and multiply that number by 10. Then subtract that number from 1,600 to get your final score and see where you fall in the rating scale below: (For example, if you got 43 answers wrong, multiply that by 10 to get 430. Then subtract that number from 1,600 to get your VGAT score of 1,170.)

### 0-490:

A score within this range indicates that you have successfully completed the Video Game Aptitude Test, but that's about it. Since you've only succeeded in answering a small percentage of the questions correctly, you must either have a casual attitude toward games or lack experience.

### 500-890:

You demonstrate a noteworthy knowledge of gaming history if you scored within this range. Because you answered about half the questions on the test correctly, your experience with gaming is presumably limited to a particular genre or time period.

### 900-1090:

By answering more than half the questions on the VGAT correctly, you have demonstrated a fundamental knowledge of games, including the past and present state of the industry and its personalities. You are an experienced gamer, but not necessarily a compulsive one.

### 1100-1290:

This score means you correctly answered the majority of questions on the VGAT and hold a thorough knowledge of video gaming. The fact that you missed a small quantity of answers suggest that you are particularly familiar with several genres. Well done.

### 1300-1490:

Your acute familiarity with the entire scope of the video gaming industry is evident if you scored within this range. A handful of errors merely indicates that your expertise does not necessarily border on obsession. Outstanding.

### 1500-1600:

This superlative score demonstrates your overwhelming experience with games—as well as your irrevocable resolve to remain perfectly in tune with the industry at all times. Although you may have missed the occasional question, in answering the vast majority correctly, you have indicated that any margin of error on your behalf is purely coincidental. Amazing. Ever think about working for EGM?

Still in a test-taking mood? Click on over to [www.video-games.com](http://www.video-games.com), where you'll find an online version of the VGAT in the Features Section. Here you'll find 160 new questions and the option to print out a certificate of merit to show off your score.

1. B	41. C	81. B	121. J
2. C	42. D	82. B	122. E
3. C	43. B	83. D	123. F
4. C	44. C	84. B	124. C
5. C	45. A	85. C	125. G
6. D	46. E	86. B	126. D
7. B	47. B	87. A	127. A
8. B	48. D	88. B	128. B
9. D	49. C	89. C	129. I
10. D	50. A	90. C	130. A
11. C	51. F	91. A	131. A
12. B	52. H	92. A	132. A
13. D	53. A	93. D	133. A
14. A	54. G	94. C	134. A
15. A	55. I	95. C	135. D
16. B	56. J	96. B	136. C
17. D	57. E	97. C	137. A
18. D	58. B	98. D	138. I
19. D	59. C	99. C	139. B
20. B	60. D	100. D	140. E
21. A	61. B	101. C	141. G
22. D	62. E	102. D	142. F
23. A	63. A	103. A	143. J
24. A	64. C	104. B	144. H
25. A	65. D	105. D	145. E
26. A	66. I	106. B	146. A
27. B	67. J	107. D	147. B
28. A	68. F	108. D	148. D
29. C	69. B	109. A	149. C
30. C	70. A	110. B	150. C
31. B	71. C	111. C	151. C
32. A	72. H	112. D	152. D
33. B	73. E	113. B	153. D
34. A	74. G	114. C	154. C
35. D	75. D	115. D	155. B
36. B	76. E	116. A	156. C
37. A	77. C	117. E	157. D
38. B	78. D	118. C	158. C
39. B	79. B	119. B	159. C
40. D	80. A	120. H	160. D



# Power Tools

## Peripheral Reviews



Cheap plastic

### Quantum FighterPad

Company	System	Price
InterAct	DC	\$49.99

Although we like the fighting game-styled layout of the buttons on the front, we have no choice but to take issue with the quality of the plastic—especially around the openings for the VMU and Jump Pack. In addition, the D-pad feels loose and the shoulder buttons feel awkward. It's a decent pad, but nothing amazing. [www.interact-acc.com](http://www.interact-acc.com)

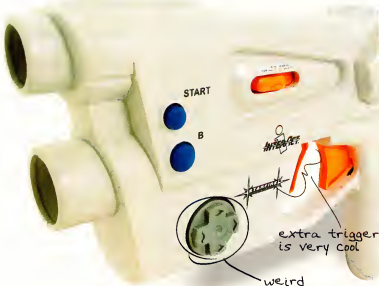
well, it rumbles, so that's good



### TremorPak

Company	System	Price
InterAct	DC	\$9.99

Well, the thing rumbles so that's at least a few points. Seriously though, the TremorPak works quite well with all of the games that are compatible with it. And obviously this is a good thing. [www.interact-acc.com](http://www.interact-acc.com)



### StarFire LightBlaster

Company	System	Price
InterAct	DC	\$49.99

By now, many of you probably own one of the two light guns available: either the LightBlaster, or the Dream Blaster from Mad Catz. There's also a chance you've had some trouble getting the gun you own calibrated properly in House of the Dead 2. Or there's also the chance you've had no trouble whatsoever. In tests, the LightBlaster worked fine on some of our TVs, not so well on other TVs and not at all on still others. It really seems to depend on your particular setup. When it worked, the LightBlaster was extremely accurate. We also like the extra trigger for reloading. Overall, it's kind of bulky and the D-pad is awkwardly placed, but it's definitely one to consider. [www.interact-acc.com](http://www.interact-acc.com)

extra trigger is very cool

weird

## Dream Blaster

Company	System	Price
Mad Catz	DC	\$49.99

Since we covered the general stuff in the LightBlaster review, we won't go into it here. Just note: The Dream Blaster suffers from the same calibration problems on certain TVs. Sure, since the product has the official Dreamcast license. Whatever the case, when the Dream Blaster calibration was on par with our TV, the thing was pretty accurate—although not as accurate as the InterAct gun in most cases. Still, we like the design of the Dream Blaster much more than the LightBlaster. It's smaller, nicely balanced and the placement of the D-pad makes sense.

[www.madcatz.com](http://www.madcatz.com)



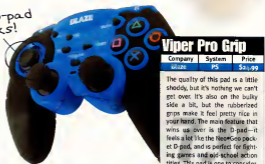
## Mega Mem Card

Company	System	Price
InterAct	GB, GB	\$24.99

Now this is a great idea. All too often, Game Boy games just don't have any sort of save system, or if they do it has two save slots. Wouldn't it be nice to have a memory card for the Game Boy with virtually unlimited space? Of course it would. The Mega Memory Card worked well in our tests—although the interface was clarity to use at first.

[www.interact-acc.com](http://www.interact-acc.com)

This D-pad rocks!



## Viper Pro Grip

Company	System	Price
Blaze	PS	\$21.99

The quality of this pad is a little shoddy, but it's nothing we can't get over. It's also on the bulky side a bit, but the rubberized grips make it feel pretty nice in your hand. The main feature that wins us over is the D-pad—it feels a lot like the NeoGeo pocket D-pad, and is perfect for fighting games and old-school action titles. This pad is one to consider.

[www.blaze-gear.com](http://www.blaze-gear.com)

## Force Pack

Company	System	Price
Mad Catz	DC	\$9.99

It does the same thing as the Tremor Pak, except it has a red LED on the end of it that lights up when it's working. Was this necessary? We don't think so. It makes the thing look cheap.

[www.gullemset.com](http://www.gullemset.com)



## Dream Pad

Company	System	Price
Mad Catz	DC	\$49.99

We liked this fighting pad much better than the InterAct one. The rubberized coating on the D-pad, analog knob and buttons really works well and the shoulder buttons don't feel one bit awkward. In fact, the whole pad just has a more finished, higher-quality look and feel to it—although the cord underneath, didn't want to stay locked into the little divot.

[www.madcatz.com](http://www.madcatz.com)

this lights up when firing

Sega Dreamcast

nice rubbery bit here



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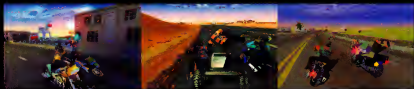






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# Review Crew

## Crispin Boyer

Cris spent a lot of time lost this month. He got lost in Rainbow Six's bigger stages. He went around and around in circles halfway through Quake II. And even with the help of the in-game map, Cris got stuck in Raccoon City's worst neighborhood. Maybe he should have asked one of the interns for directions.

**Current Favorites**  
Grandia, Me4, Rainbow Six  
**Favorite Genres**  
Action, Adventure



## Dan Hsu "Shoe"

Guess who got his butt kicked by Che in the opening round of the 2D Soul Calibur tourney? But that's OK, because Shoe went on to win the loser's bracket. He then got to play Che for the grand championship. This time, he did better, but still couldn't win. Second place isn't that bad, Shoe...

**Current Favorites**  
Soul Calibur, FF Anthology, YDKJ, Grandia, Chao Adv.

**Favorite Genres**  
Strategy, Puzzle



## John Davison

Somewhat deterred by the fact that not many people 'got' last month's mullies and mustaches gag, Johnny England instigates a return to normality this month. This month, the humor is in the games...with YDKJ performing surprisingly well in the old scores department.

**Current Favorites**  
Soul Calibur, Toy Commander, YDKJ

**Favorite Genres**  
Action, Racing



## Che Chou

Che spent most of the month enjoying the breezy Chicago autumn and...playing Grandia, toying with his new kitten, singing karaoke, winning the office Soul Calibur tournament, watching movies at the Chicago International Film Festival, and drinking whiskey.

**Current Favorites**  
Grandia, RE 3, Bangain, Biomotor Unifren, NGPC

**Favorite Genres**  
Fighting, Racing, RPG



## Chris Johnston

Ever since Chris came back from Japan, all he's ever been able to talk about is how cool Dream Mania is. When he found out it wasn't coming to U.S. arcades, he nearly threw arcade editor Che Chou out the window with his brute-like strength. He'll just have to wait until the PS2 version.

**Current Favorites**  
CTR, Rocket: Robot on Wheels, Dream Mania

**Favorite Genres**  
Adventure, Puzzle

## SHINY NEW Review Crew Member COMING SOON!

**Who Will It Be?**  
Our search for the last RC member is nearly over. But who will it be? The 'real' Elephant Sak? The return of Sushi-X? Find out soon.



## Dean Hager

Having advanced to the next round of the office Madden tournament, Dean feels confident in his showing so far. If his jets can hold out to the end, it'll be a joyous victory indeed. In the meantime he's kept busy by reviewing about a billion sports titles.

**Current Favorites**  
YDCA 2, NASCAR 2000, NBA Live 2000, Knockout Kings 2000

**Favorite Genres**  
Sports, Racing



## Shawn Smith

All of the quality titles this month have renewed Shawn's love for video games. For a while there, all of the crap being released was a real downer. At one point, he even talked of getting his old job back as a butcher at the local meat "falls off of the bone" market. He's OK now though.

**Current Favorites**  
Toy Commander, You Don't Know Jack, Quake 2, CTR

**Favorite Genres**  
Action, Adventure

## Team EGM

**T**eam EGM has had their hands full with the current wave of fall release games. Controversy erupted when Dean overheard Dan L. and Todd discussing the possibility that Fox's NBA Basketball 2000 could be better than EA's NBA Live 2000—wrong! When the smoke cleared all was right (check their reviews). On a more peaceful note, everyone agreed FIFA 2000 is incredible. Even football-guy Dan Leahy succumbed to the soccer hysteria. 🏈



## Dan Leahy

**Current Favorites**  
FIFA 2000, Blitz 2000, NFL 2K, Soul Calibur, RAR

Every time Dan turned around he was getting smacked down in an office tournament. That ruins his record to 0-5, with one futsal appearance. On a brighter note, Dan's hearing rumors about EA development on the Dreamcast. Madden's game-play + NFL 2K visuals? Testy.



## John Ricciardi

**Current Favorites**  
NHL 2000, FIFA 2000, Resident Evil 2, Final Fantasy VIII

When he wasn't playing NHL Championship 2000, REG, FFVIII or Dino Crisis this month, John was locked in front of his TV watching his Yankees tear through the playoffs. As he writes this, he's warming up for Game 3 of the ALCS. Will his boys repeat? By the time you read this, we should all know...




## Todd Zuniga

**Current Favorites**  
FIFA 2000, NHL 2000, WestLiamnia 2000, Soul Calibur

Never one to turn down friendly competition, Todd took great pride in becoming "the fifth best Soul Calibur player" in the office. Todd also tasted the life of a high roller, as he took in Las Vegas for a couple days. When it was all over, all he could say was, "Gimme a dime on Big Red, dammit!"

## This Month...

Can you believe the sheer number of games that came in this month? Count them, 58 games in all...and this is just the calm before the holiday storm. A couple of highlights this month: a most unlikely Game Of The Month goes to Sierra's *You Don't Know Jack*, and since we like our one-page review format so much, we've decided to include five of them. So let us know, do you like these one-pagers? What about mini-reviews? Drop us a line. Again, thanks to Team EGM for lending us their expertise on all things *Jack*. Coming up next month—Dreamcast's first RPG Evolution, as well as Medal of Honor, Earthworm Jim 3D, GTA 2 and another one of them darned Army Men games. 

## Our Philosophy

10 9 8 7 6 5 4 3 2 1 0

EGM rates games based on how they compare with other titles on the same system. The highest score we'll give a game is a 10. When a game receives a 10, you can rest assured it's one of the best games ever made—a revolutionary title that truly stands above everything else in its genre for its time. At the other end of the spectrum sits the lowest score a game can receive: a 0.0. This is the kind of game you want to avoid at all costs. It's pure crap, as our scale (above) explains. In the middle lies the average grade, 5.0. We repeat: 5.0 IS AN AVERAGE GRADE. Simple, ain't it?

## Our Awards



**Platinum Awards** go to games that get four 10's, the best and rarest review a game can get.



**Gold Awards** go to games whose average score equals 9.0 or higher.



Games that average at least an 8.0 receive **Silver Awards**.

## Rippin' Riders



**Publisher:** Sega  
**Developer:** UEP Systems  
**Featured in:** EGM #134  
**Players:** 1-2  
**Supports:** Jump Pack  
**Best Feature:** Multiplayer modes, frame-rate  
**Worst Feature:** Track designs, clipping  
**Web Site:** www.sega.com



Even while threatening to be just another me-too mediocrity, *Rippin' Riders* redeems itself by excelling in graphics, audio and two-player options. Visually, *Rippin' Riders* is absolutely delightful, each of the downhill tracks is huge in size and stacked with architecture. You'll find yourself carving down white plume mountains, translucent ice caves, emerald forests, military bases...in fact, I had to wonder why they even bothered with snowboards when half the time we were grinding dirt and asphalt. Even in two-player split-screen, *Rippin' Riders* never stutters despite a frame—everything glides along at 60 fps. Despite the "Extreme" moniker this game begs to be associated with, *Rippin' Riders* actually has a decent soundtrack that oscillates effortlessly between deep house and dub. So how's the game underneath all the packaging? Well, gameplay is a mixed bag. The controls are more responsive than previous Cool Boarder games, but pulling off tricks still feels unreflexive and clunky. However, some practice in the half-pipe should help you pin it down. Shawn "Urban Stylings" Smith and I especially enjoyed the two-player modes in *Rippin' Riders*. Our favorite was the Line Versus battle where pulling off successful tricks give you a bigger split-screen than your opponent. Gather round all ye Gen-Xers! **Chris**

*Rippin' Riders* looks really sharp. It controls fairly well, too. But do we really need another snowboarding game with the same Gen-X characters and the same in-your-face announcer? Granted, this game is by the same team behind the original Cool Boarders on the PlayStation so it gets props for that. And it's the first snowboarding game on the Dreamcast. But overall, **this just isn't enough to this game.** Plus you can't turn off the annoying announcer. **Shawn**

This one has the same problem as *Suzuki Alstare*. The characters don't blend with the environments very well. Yet, consider that relatively minor compared to the unlicensed, ho-hum, seen-it-before gameplay *Snowboard* games are so common now. It takes something truly innovative to get noticed. Aside from fluid speeds and decent graphics there isn't anything too noteworthy. At the very least DC owners can finally get a snowboarding fix. **Dean**

My favorite snowboarding title is still *Sleep Slope Riders* for the Saturn. Snowboarding games have reached a point where a few are really good, and there are a lot that are just average. *Rippin' Riders* is above average on visuals, but still very average as far as gameplay. Multiplayer is a lot of fun, but the one-player game (as most are) lacks much in the way of excitement or innovation. A mediocre fast snowboarding entry on Dreamcast. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	5	5

## Suzuki Alstare-Ext. Racing



**Publisher:** UNI Soft  
**Developer:** Criterion Studios  
**Featured in:** EGM #134  
**Players:** 1-2  
**Supports:** N/A  
**Best Feature:** Smooth and fast  
**Worst Feature:** Rigid handling  
**Web Site:** www.ubisoft.com



To me this feels more like a fantasy racer than an ordinary sim-like Moto Racer or Castrol Honda Superbike. The motorcycles look tron-like and don't handle like the real thing. On top of that, several of the courses are an dirt and sand! The game has an identity complex of sorts. On the other hand, if you accept it as an arcade offering—all is forgiven. On the road the bikes handle OK if not a little too rigid, especially on the twisty stuff. Luckily touching other bikes or walls doesn't knock you over. One bad thing, the cycles look foreign to the environment. In other words, they appear to float in the foreground just above the track. This effect is more evident on the dirt courses where it doesn't make sense for super-bikes to race anyway. Graphically the game looks great in almost every regard—the shading, lighting effects, vivid colors, etc. It moves fast and smooth as well. It may not do the claimed 60 frames per second but it's more than adequate. Overall, I'm not super excited about *Alstare*. Two-player contests are decent, as are some of the single-player on-road courses. But, in light of the stiff handling and unrealistic bikes I can't recommend this to hardcore racing fans. For a simple arcade romp it's not bad. The forgiving graphics and easy controls make it a natural for casual fans. **Dean**

This doesn't really work. Even if you didn't know that this was a license that had been hastily grafted onto a completely inappropriate game, it wouldn't take you long to work it out. The rest of "real" and fantasy stuff doesn't work, and the environments aren't suited to the kinds of bikes that you're supposed to be racing. Graphically it's OK, but nothing special, and the controls feel really awkward and badly implemented. **Wait for a better racer on DC.** **John**

Like most Dreamcast games, *Suzuki Alstare* looks great, but the gameplay's a little lacking. The physics model doesn't seem quite up to par with previous motorcycle games. Especially in two-player, the game looks very plain, with scenery streaming in and popping up as if it's being built up in front of you by tiny construction crews. Tunnels you'll see the end of will get longer, etc. Straightforward cycle racing, but missing something. **Chris**

*Suzuki Alstare* could have been a really excellent game. It's not bad, no, but it's just a little dry. The game's engine is fantastic and solid. Be prepared for breathtaking scenery forced to you at a relentless 60 fps. And you certainly can't fault the game for its controls either—they're hyper responsive to the point of being somewhat sensitive. I just wish the game had more depth than just a point-you-bike-in-the-right-direction-and-gas-it mentality. Rental. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
7	8	5	5

# The House of the Dead 2



Sega was kind enough to include plenty of extras, like mini-game training levels and a Boss Mode where you get to see how fast you can gun down all the monsters who are apparently the employers of zombie land.



Here are two versions of my review, one for my office TV (on which I was able to calibrate the light guns properly), and another from my home TV (on which I was not). **Show review #1 (without calibration problems):** Boy does this game rock. HOTD2 is an exciting, fast-paced shoot-'em-up. The combination of surprise attacks, quick and slow monsters and larger-than-life bosses keep you on your toes at all times. Sure the dialogue, story line and voice acting have more cheese than Wisconsin and a season of *Global Grive* combined. The game is between the outcutes, however, is pretty damn good. The graphics are top-notch, the zone is overflowing, and the replay value is sky high due to the branching levels and all the new stuff (Boss Mode, Training Mode and Original Mode, where you can find and combine all sorts of extra goodies not found in the arcade original). **Show review #2 (with problems):** Boy does this game suck. On my home TV, HOTD2 won't recognize either gun at all, no matter how close I sit or whether I use s-video or RCA...and playing with the standard controller is nothing to write home about (although there are some nice control options). **Final score: 7.5. Add 2.0 if the gun works fine with your gaming setup. If not, subtract 3.5 points.** HOTD2 just isn't as fun without proper light gun support. **Shoe**

I've heard a dozen stories about why the third-party guns don't work right with this game, and I've tried the guns on several TVs with mixed results. Some of you will have gun-calibration problems. And while The House of the Dead is a fantastic light-gun game with lots of really play modes, it loses a lot when you have to play it with the joypad. My advice: Buy the game and a gun and hope for the best. You can always return 'em if you have problems. **Crispin**

As a casual fan of light-gun shooters, this is the best I've ever played. It's quite an intense game on a number of levels: The 3D graphics, the zone, the suspense...at the same time, a few things aren't so great. Gun calibration is tough, on top of that the trigger on the Mad Catz gun is too stiff (Blastar fine). The blastar gun is nice though. Overall, getting through using standard single-line is very hard, it takes a lot of dead-eye accuracy. **Dean**

You shoot stuff and it explodes really nicely. You shoot the right stuff and you can open up cool features. The acting may be appalling and the plot pretty dubious, but HOTD2 is a classic gun game. Try not to spoil it for yourself by being tempted by the crazy features on the gun, though, playing through with the shotgun with everything switched to auto will get you through it quick, but make it boring. Savor the experience as it was intended. **John**



**Publisher:** Sega  
**Developer:** Sega  
**Featured In:** EGM #140  
**Players:** 1-2  
**Supports:** Light gun, Jamp pack  
**Best Feature:** Graphics, extra modes  
**Worst Feature:** Cheesy dialogue, gun calibrating  
**Web Site:** www.sega.com



## THE COMPANY LINES

We asked InterAct, Mad Catz and Sega what was up with the HOTD2 and light gun calibration difficulties. Naturally, none of the official statements were terribly useful. No one was able to say where the problems came from, and no one was willing to blame anybody else for the problems. That's good PR for ya.



says, "We are looking into this issue and, unfortunately, right now cannot confirm whether it is a software, hardware or external issue. If you are experiencing any difficulties, make sure you are not using a projection TV and try using it with minimal external light in the room."



says, "We have no idea what the problem is...we're working on it right now. Turning off the room lights or adjusting the contrast of the TV may help."



says, "It's something InterAct and Mad Catz will have to comment on—Sega cannot comment on third-party peripherals. The problem, however, does not appear to be software-related."

Finally...our reviews of The House of the Dead 2 are here...you know, that game that's been out in stores since 9/9/99? We wanted to make sure we test drove HOTD2 with the two light guns (the InterAct Starfire and the Mad Catz Dream Blaster—both were unavailable until this ish) before making any sort of judgement. After all, a light gun game isn't the same without a light gun, is it?

Some of us had a lot of hassles calibrating either gun with HOTD2. We tried it on several TVs, including a 32" Magnavox, a 19" Sony Trinitron, a 13" Samsung 9x TV, a 32" Sony Trinitron XBR Flat-screen and more. Most of the gaming sessions had problems, from the occasional shot wandering an inch away from where you're aiming to not recognizing the gun at all (this usually happened when aiming for the lower-right corner of the calibration screen). Some reviewers only got the guns to work properly if they sat just right (just right meaning perfectly lined up with the TV screen being only three feet away, something we've clearly learned as children will cause near-sightedness, premature baldness and impotency...so don't try it at home). Other reviewers had no troubles at all.

There's no rhyme or reason to any of it. No one (including the companies) could pinpoint where the problems lie, so we came up with one conclusion: If your light gun/HOTD2 combo works well, consider yourself lucky.

## Toy Commander



**Publisher:** Sega  
**Developer:** No Clue  
**Featured In:** EGM #124  
**Players:** 1-4  
**Supports:** Jump Pak  
**Best Feature:** Beautifully implemented idea  
**Worst Feature:** Some control issues  
**Web Site:** www.sega.com



Of all the 'toys' games I've seen in the last year or so, I have to say that *Toy Commander* is my absolute favorite. The combination of different vehicles, mixed with some wonderfully rendered environments (the rooms are huge) and frankly 'charming' gameplay ideas is something that you have to check out. Sure, it has some problems from time to time with the control system (planes and copters work just fine, but 'ground-based' vehicles all suffer from hyper-sensitive analog) but you can forgive that. **The concept of a kid playing 'war' with his toys has, to my mind, never been more convincingly parodied in an action game.** Just look at some of the missions. Find a deodorant can and move it to a point in the room where it can get rid of the toxic stench from a pair of sneakers. Wipe out a huge inflatable, Godzilla-like buny with some thumb tacks. Or my absolute favorite—the Return of the Jedi-like plunge into the toilet bowl, through the drains to a chamber deep beneath the house where you have to take out a cockroach 'queen'. It's all dramatic, it looks wonderful and is carried off with a deep understanding of what kids do to make pretend environments. If only the multiplayer experience matched the one-player game, it seems to be 'labeled on' as an afterthought. This aside though, I loved it.

**John**

I think we have the Dreamcast's first sleeper hit. Sure, *Toy Commander* is rough around the edges, but you'd have to be mighty jaded not to like its wild environments and imaginative mission goals. You get a huge assortment of vehicles to command, but control never gets complicated. Missions are challenging but rarely frustrating. Best of all, the massive log file environments really give you the feeling of driving a tiny toy in a big world.

**Crispin**

*Toy Commander* manages to succeed where a lot of other 'you're-tiny-thing-in-a-real-life-environment' games don't. Why? It's all about great game design: the realistic, yet cartoony environments, the attention to details (like poop in the cat's litter box) and the well thought-out missions. ***Toy Commander* will make you feel like you're starring in a Disney CG animated feature—way more than the Bug's Life or Army Men games ever did.**

**Shoo**

Other than it being a tad rough around the edges, *Toy Commander* is my favorite game on the DC at this point. You can tell the development team had a good time making this. TC has tons of stuff to do in each of the funny and entertaining missions and a variety of vehicles to choose from in each. But the graphics and sound are incredible. There have been a lot of these toys-in-the-real-world games as of late, but this is the best of the bunch.

**Shawn**



## Army Men: Sarge's Heroes



**Publisher:** 3DO  
**Developer:** EGM #120  
**Featured In:** EGM #120  
**Players:** 1-4  
**Supports:** Rumble Pak, Exp Pak, Mem Pak  
**Best Feature:** Cool story  
**Worst Feature:** Terrible controls and camera  
**Web Site:** www.3do.com



If *Toy Commander* is the 'right' way to do a toy game, then it has to be said that *Sarge's Heroes* is off the mark somewhat. I really love the story and the premise—the idea of toy soldiers moving between the 'real world' and their own and using every day objects as weapons of mass destruction is better than your average trash. Unfortunately though, the game is let down by a bunch of stupid little problems that make it a real yippad-burier. **Worst of the riddles is the fact that the control/camera combo is quite spectacularly crap.** It seems to take your input as more of a hint as to what you want to do rather than an actual command and then refuses to keep the camera focused properly on the action. The crappy frame-rate doesn't help things either—even with the expansion pak. As far as gameplay goes, the enemy AI seems unmercifully erratic. While the enemy soldiers seem to be pretty dumb for the majority of the time, as soon as they know you're near they lock on to you with superhuman accuracy. The AI in the escort missions sucks too...there's nothing worse than running along, dodging bullets thinking your charge is in tow, only to turn around and realize that he's miles behind you stuck on the corner of some object. Agh...just thinking about it makes me angry. It's a nice try, but it ain't great.

**John**

Why do games with good concepts tend to have one or two fatal flaws that could've been avoided? **The control and camera are my gripes for Sarge's Heroes.** The graphics are darned good—so is the animation in most instances—but the touchy control and itchy camera will annoy you more often than not. Sad to say, even with a great concept and a number of well-designed, fun-to-play missions, it's best to avoid buying this one. Give it a terse thumbs down.

**Shawn**

This game looks good, packs a cool story and oozes authentic battlefield conditions (big explosions, chaotic troops, etc.). And then the whole thing's spoiled by one of the worst game cameras ever. The damn camera is just too slow to pan in the direction you need. Zooming way out helps, but then the game gets choppy. If you can deal with all that frustration, you'd be rewarded with some decent missions. Too bad multiplayer isn't more exciting.

**Crispin**

*Sarge's Heroes* has a few fatal flaws which kill what would otherwise be a hit. Control is horrible, I turn the corner, see some tan soldier, turn, and while turning I try to shoot them. Oops, can't do that. If you're ever surrounded, you're screwed because there's no easy way to turn around. Almost everything about this game is sluggish. The story and characters are cool, and I have no complaint with the graphics, but it couldn't be used better control.

**Chris**



## NBA Showtime: NBA on NBC



**Publisher:** Midway  
**Developer:** Eurocom  
**Featured In:** N/A  
**Players:** 1-4  
**Supports:** Controller Pak  
**Best Feature:** Fun NBA Jan gameplay  
**Worst Feature:** Glitchy animation  
**Web Site:** www.midway.com



The NBA Jan mode of play has come a long way, and it hasn't. The arcade version bowed us all with an awesome polygonal engine that had nice, high-res graphics and a kick-ass frame-rate. The gameplay, however, is the same two-on-two business we've been playing for years (so yes, in this case with the arcade machine, graphics won us over and have revitalized the genre). Unfortunately, the **N64 doesn't have the horsepower to run NBA Showtime the way it's supposed to.** In a direct, unfair comparison, the N64 game looks fairly ugly...defeating the purpose of NBA Showtime (since you can get the same gameplay from any of the older games of this type). The frame-rate is inconsistent, running fine one moment then going chop-chop the next. Some frames of animation disappear here and there—it's especially noticeable during dunks. But if you can forget about the arcade version for a bit (if you've never played/seen it in the first place), you can still have a good time with Showtime N64. I did, even though the arcade machine is sitting right down the hall from me. Naturally, four-player is where it's at, so if you're a lone gamer, you probably won't like this cart too much. As usual, Midway didn't put any enhancements/extra modes in this home conversion, which is disappointing.

**Shoo**

This console version of Showtime is a little rough around the edges, but it retains the insanely fun gameplay of the arcade—which is the most important part of the game in no time flat, **I got used to the feel and control style of this console version and got my game back.** The player creation stuff and all of the speech returned from the arcade really add a lot to the title. Showtime's not quite as impressive as the port of NFL Blitz, but it's a blast.

**Shawn**

This is just like the arcade game. All the same moves, teams (updated) and frustrating-beat-you-at-the-last-moment AI. Actually, it works in your favor as well. I shouldn't complain, that's what makes the game so exciting in the first place. If you're concerned about speed, don't be, it moves along just fine. Graphically, it's decent but not spectacular. If you've made it any sharper it probably wouldn't be as fast. **Overall NBA Showtime is very good.**

**Dean**

Like Shoo tells it, we've had the NBA Showtime machine in the office for sure a while. The only way to review a game in a situation like this is to wipe the slate clean, and pretend like it's the only true 3D sequel to NBA Jan on the SNES. In such a case, **Showtime on the N64 is a great arcade basketball Jan.** A couple graphical glitches aside, the only weird difference is the free-throw meter which makes it virtually impossible to score. Really glaring bug.

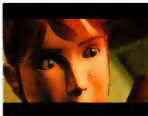
**Chie**



# Resident Evil 2



The quality of the FMV isn't quite up to par with the PlayStation version, but even still, for a cartridge, it looks amazing. And somehow, Angel Studios managed to pack all two CDs' worth of FMV onto the cart.



Before I begin, let me make something clear to owners of the PS version of Resident Evil 2: Unless you're an RE superfreak (like me), you probably don't need to bother with this one. The differences are too subtle for anyone but hardcore RE fans to notice. However, if you ARE an RE nut, I highly recommend this baby, not only for the gony nostalgic feeling it'll bring upon you, but because a) now you can play it in hi-res, and more importantly b) it's got a set of 16 new "EX Files" that reveal some interesting plot points that RE fans will die for. And if you're just a regular ol' N64 owner who's never played RE2 before, go buy this right now. It's one of the best adventure games for "Survival Horror" if you will) of all time, and it'll scare the living crap out of you more times than any low-budget "witch" movie could ever hope to. It's got a great story as well, and it's got lots of replay value since there are two quests (Leon and Claire), which each differ depending on whose quest you take up first. The fact that Angel Studios packed this off just amazes me. They managed to pull two CDs' worth of game (1 FMV and 31) onto one tiny 64-Meg cart. And the FMV quality isn't half bad! (The voices are a little tinny, though.) All that's missing is the Extreme Battle mode from RE2: DS, but oh well. How can anyone complain with all this? **John R**

The N64 library needs a game like RE2, and you couldn't ask for a better port of the PlayStation mega-seller. Characters and backgrounds are ultra sharp. The sound effects are incredible. And even if the FMV is a little grainy, who cares—I'm just happy to see it all crammed into this N64 cart. The scattered extra documents are never special, but the **gameplay is as classic as ever**. It's about time N64 owners got a taste of survival horror. **Crispin**

Reviewing this strictly as an N64 title (I'm assuming you don't know RE2 for the PS already), I have to say, this is a must-buy. Nothing on the N64 is like it—its a refreshingly unique and chillingly scary game that N64 owners will probably embrace because as how the system has too many cute and colorful "kiddie" games). This is an excellent translation of one of the PS' best games. **If you want to experience engaging survival horror, here's your chance.** **Shoo**

If you're an N64 owner and never got to experience RE2, then this is the perfect time to. There's **nothing missing here from the PlayStation version, including the full-motion video** (albeit grainy). Its game graphics are especially nice-looking in hi-res—better than the PS. There's a hint of slowdown when a lot of zombies are swarming around you, but nothing that detracts from gameplay. Too bad it couldn't have come out a little earlier. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	5	7

**Publisher:** Capcom  
**Developer:** Angel Studios/Capcom  
**Featured in:** EGM #124  
**Players:** 1  
**Supports:** Expansion Pak, Rumble Pak  
**Best Feature:** Two CDs jammed on to one cart  
**Worst Feature:** No Extreme Battle mode  
**Web Site:** www.capcom.com



If you haven't heard of the Resident Evil series (Biohazard in Japan), chances are you've been living in a cave for the last five years. Capcom's frighteningly popular "Survival Horror" series has sold more copies worldwide than any other PlayStation franchise aside from Final Fantasy, and now, thanks to some amazing programming by the folks at Angel Studios, the second game in the series is coming home to the Nintendo 64.

The N64 version of Resident Evil 2 is pretty much identical to the PlayStation Dual Shock edition, minus the Extreme Battle mode that was exclusive to that version of the game. Everything from the original game's two CDs—including ALL the FMV sequences and the bonus "4th Survivor" and "Tofu Survivor" missions—is intact, and now the game can be played in hi-res with an Expansion Pak. Never mind the fact that the game itself is excel-

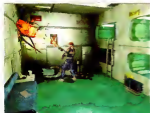


**The most fearsome enemy in RE2 doesn't even show up until the second quest. That's when things get really intense.**

lent—it's also a technological miracle. Needless to say, the folks at Angel Studios deserve much praise for this astonishing feat.

Additionally, RE2 for the N64 offers some minor tweaks and additions to the game that make it worth playing through again if you're a fan of the original. The game's creators have gone in and added 16 new "EX Files" (eight for each quest) which explain some of the more intricate details of the overall Resident Evil story. There are even some bits that tie in with RE3 and Code: Veronica, which is very cool. Also, users can adjust the game's violence levels, and after finishing the game once, a randomizer will shuffle around certain items to alter the experience a bit.

One thing we didn't mention in the main review—it would've been nice if Capcom added a 180° turn feature like the ones in RE3 and Dino Crisis. Once you've used it, it's hard to go back to the old way of turning around. Oh well. An amazing game nonetheless.







## DID YOU KNOW...

The creator of the comic featured last month in our Press Start section has his own Web site. Take a look at [www.ape-law.com/users/evilmonkey/toon.htm](http://www.ape-law.com/users/evilmonkey/toon.htm)

No matter what, you should always let the Wookiee win.

It is widely known PlayStations tend to overheat. To help cool the system down, many people turn the system on its side. Isn't it ironic the PS2 already sits on its side?

Contrary to popular belief, you shouldn't play Pokemon while driving a vehicle.

The editors on EGM must use blue PlayStations (called debug units) so the preproduction games work properly. Why are the systems blue? We really don't know.

## WEB SITES

### AS COOL AS ICE

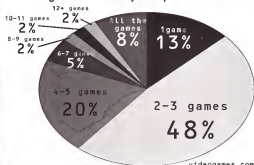
[member.tripod.com/~HatPerson/wefrdweb.html](http://member.tripod.com/~HatPerson/wefrdweb.html)

Thank you to all who continue to send us sites. We love checking them out more than we love cheese. As usual, here's all kinds of sites: Weird, gaming-related, zany, funny, cool, stupid and so on and so forth. An extra-special thanks goes out to Colin Sherrell this month.

- [www.gobertoys.com](http://www.gobertoys.com)
- [www.proptronics.com](http://www.proptronics.com)
- [www.antennadesign.com](http://www.antennadesign.com)
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## How many of the DC launch games did you purchase?



[videogames.com](http://videogames.com)  
poll 9/15/99

## HOT & NOT

at EGM

The EGM Hot & Not list—a place where you can get an inside look at what the staff of EGM likes and dislikes. The list contains general and specific items, concepts, games, people and other such things. In on awhile we even throw in an inside joke. We're movin' on up.

- PS2 games
- X-Box
- Tekken Tag Tournament
- Koei and Kessen
- McFarlane's Yellow Submarine figures
- Working at Babbage's
- Treasure developing for DC
- Treasure's Rukugaki Showtime
- Treasure in general
- Neo+Geo Pocket Color gaining popularity
- Che's new kitten
- The DC VMU
- George Foreman Grill (the meat just falls off the bone)
- Meatless bacon
- Fat Hirman
- The chick in our feature this month
- PS2 design looking like CD-I
- The price of the PS2
- No true Tekken sequel yet
- The water effect in Dark Cloud for PS2
- The price of Disney animated DVDs
- Defective Dreamcast GD-ROMs
- Rare pushing Perfect Dark back until April
- Sega's Internet strategy
- N64 choking on Treasure's Bangoia
- Sony world domination
- Sprite anti-jingle jingles
- Too many new gaming systems, not enough money
- Cars being broken into
- Namco ditching the DC

## EGM's Random Quote of the Month

"In a word...vulgar."

Che Chou, in response to someone asking him what it's like to work at EGM. We're all very proud of this fact of course.

## Rainbow Six



**Publisher:** Red Storm Entertainment  
**Developer:** Saffire  
**Featured In:** EGM #222  
**Players:** 1-2  
**Supports:** Rumble Pak, Expansion Pak  
**Best Feature:** Two-player cooperative mode  
**Web Site:** www.redstorm.com



Rainbow Six delivers the most gripping two-player experience you'll find on the N64. Nothing beats the thrill of playing the campaign cooperatively with a second player, barking orders at each other, calling for help, covering each other's backs and planning strategies. The game was made for this kind of two-player teamwork. Even if you play solo, Rainbow Six packs a style of shoot-'em-up you won't find in any other first-person shooter. This ain't GoldenEye. Your character won't survive more than two or three bullet wounds. You'll attend missions over and over until you find an attack plan that works. The mission planner itself is a little daunting at first (in fact, all the game's menus are clumsy), but you'll get the hang of it. Heck, it's just fun to program your squadmate's attack, then follow them around and watch 'em take care of the dirty work. Rainbow Six is not without its faults. Graphics are ho-hum. Control takes getting used to. Analog is touchy (using Auto Aim helps). You'll need to control your fingers to shoot, manage your view and strafe at the same time. Terrorist AI ain't too bright, and your own team will often walk stupidly into walls unless you micromanage their waypoints—especially near ladders—in the planning stage. But don't let any of these gripes scare you away from this unique play experience.

### Crispin

This is one of those games that can make you jump a lot more than you'd like to admit. Creeping around trying to take out the very last bad guy can be quite stressful, and the game manages to build tension and suspense in a very convincing manner. As Crispin says though, it really comes into its own when you play it in two-player mode. If you've not sampled the delights of co-op play before, you should check this out.

### John

Nintendo 64: \$99. Rainbow Six cartridge: \$60. The look on Crispin's face when I copped him priceless. But even when you're not sweating around and shooting your human teammate, this is an AWE-SOME cooperative two-player game. Sure it has rough graphics. It also has horrible, horrible AI (unless you can shoot at an enemy, but if he can't physically see you, he won't know you're there). It's no GoldenEye-killer, but it's still fun.

### Shoe

In a fantastical daydream, I fancy myself as a Rainbow Six expert because I played the hell out of it on the PC back in the summer of '98. That said, the N64 version is surprisingly faithful. It took me awhile to get used to the mission planner interface with the N64 controller, but hey, at least it's included. Unfortunately, some of the PC glitches, besides AI and clippy graphics have made their way to the N64. GoldenEye fans, check this out.

### Ché

VISUALS	SOUND	INGENUITY	REPLAY
6	8	8	7

## Rocket: Robot on Wheels



**Publisher:** Infogrames  
**Developer:** Sucker Punch  
**Featured In:** EGM #123  
**Players:** 1  
**Supports:** Rumble Pak  
**Best Feature:** Grabby thing  
**Web Site:** www.infogrames.com



If there's a system that doesn't need another mediocre 3D action/adventure, it's the N64. No, Rocket isn't terrible, but it lacks the stuff great games are made of—like an enjoyable main character/story, interesting level design, great music, etc. Don't get me wrong—the game has some innovation. For example, the character Rocket has a cool grabby ray thing which allows you to pick up objects and move or throw them around (sounds simple, but it ends up being a major part of the gameplay) and a number of vehicles you can control in some of the levels (like this wacky hot dog car in the first level and a paintball-firing car in another, among many others). In addition, Rocket's filled with a slew of mini-games. Some are ho-hum, but others are quite interesting. For example, in one instance you have to build a roller coaster in a particular way to hit five checkpoints. Once it's built, you can hop on and go for a ride. And there are many more examples of this sort of thing. But all of these good things just aren't enough—the game just doesn't grab you. Besides, the camera and control aren't very solid either. The camera often isn't smart enough to move around Rocket for a better view of the action, and you don't have much control over it. And control can be quite tedious around platforms/obstacles.

### Shawn

Rocket has got to be the weirdest and coolest concept for a game I've seen on the N64. It's straight-up action/puzzle with a lot of wacky and truly brain-twisting levels. The camera is what's holding this game back—it forces its will on you, and there are no options for a camera that follows you. This leads to situations where you're fighting with the camera for control, it's not that a game like this comes along that challenges and makes you think.

### Chris

It's fairly cute, reasonably well thought-out, has more than adequate graphics, nicely thought-out puzzles and a sprinkling of humor (like the smack-talking chicken)—but at the end of the day, what does it offer? The N64 really doesn't need another game with the above list of attributes. Sure, this has some nice little mini-games and some interesting ideas—but it's such an 'also-ran' game. For my money I'd go with Rayman 2 or wait for DK instead.

### John

I could see how some gamers could get into Rocket, but no however, it reminds me of another "wacky" puzzle/adventure game called Glover. The difference being, Rocket tries to be funny via strange characters and bizarre mini-games while Glover is just weird. Solving puzzles in Rocket is a mixed bag of tricks—some are interesting and some are, uh... just plain 'ol stupid. If you're a puzzle fan and not turned off by the cute stuff—give it a rent.

### Dean

VISUALS	SOUND	INGENUITY	REPLAY
7	7	8	6

## WWF Wrestlemania 2000



**Publisher:** THQ  
**Developer:** Aonik/AKI  
**Featured In:** EGM #123  
**Players:** 1-4  
**Supports:** Controller Pak, Rumble Pak  
**Best Feature:** Previewing moves in Edit Mode  
**Web Site:** www.thq.com



If having to pull up the moves list for Attitude over and over got tiring, then Wrestlemania 2000 may be for you. It's just so easy to get into, making it the better wrestling party game. The controls are simple—without having to memorize too many commands, you can jump right into this game and have fun immediately. Even your non-video game playing friends can enjoy this title. The improvements over WCW/nWo Revenge, however, are too few, which may make this disappointing to owners of that cart. The cage match is a nice addition, as well as First Blood rules. Otherwise, this plays pretty much exactly like Revenge (of course, this has the WWF license, so it almost feels like an entirely different game). Not affecting gameplay but a significant improvement nonetheless is the Edit Mode. This create-a-wrestler feature still pales in comparison to Attitude's, it is way better than it was in Revenge. The best part about it though, is the ability to preview each wrestling move before you assign it. Don't know what a Triple Reverse German Powerbomb inverted Nutsack Smother is? Now, you can watch a training dummy execute the move first. It's pretty cool, and makes customization in all the move fun. Other than that, the animations are nice, but the character models look like they're made of marshmallows. Shoe

While Wrestlemania doesn't have as deep a Create-a-wrestler option as WWF Attitude, it holds its own in every other department. I really like the user-friendly gameplay. It's not necessary to memorize combos for each wrestler, instead a universal set of moves works for several brawlers. The reaction-time is real speedy as well. Four-player games are great fun, especially if you use the ladies. I'm still partial to WWF Attitude but this is a close second.

### Dean

This has got to be the most fun I've had playing a wrestling game in a long time (probably since Pro Wrestling on the NES). Up against Shoe, I thought I didn't have a chance, but was able to hold my own during a free-for-all. Moves are easy to pull off, and it's got a very arcade feel and you never feel like you're fighting the game's control—it's all very natural. The graphics are simplistic but look great. Plenty of fun even for the novice Wrestlemania.

### Chris

For me, wrestling games are all about gang nuts on your opponent. Sure, there's a bit of technique involved but too much nuts isn't fun. This is why I like Wrestlemania 2000. You can pick it up, learn how the buttons work in about two minutes and start having a good time. Admittedly, I didn't find the one-player stuff very exciting—the multiplayer mode is where it's at. Overall, it's a solid title that will satisfy hardcore and casual wrestling fans alike.

### Shawn

VISUALS	SOUND	INGENUITY	REPLAY
7	6	8	8

## Knockout Kings 2000



**Publisher:** Electronic Arts  
**Developer:** Black Ops  
**Featured In:** EGM #123  
**Players:** 1-2  
**Supports:** Rumble Pak, Memory Pak  
**Best Feature:** Graphic detail  
**Worst Feature:** Very laugh  
**Web Site:** www.ea.com



EA has really improved this title. Compared to last year's PlayStation version the boxers are twice as fast and look much more lifelike. The sensation of connecting with a punch is better as well. Shawn thinks half the fun is watching your foe stagger after a good hit. The career mode allows you to create a boxer and build him into a real brawler. It's not as easy as it looks though, you must practice a lot. Knockout doesn't provide quite the same rush as Ready 2 Rumble, but for people who are into the real deal with classic fighters, this is decent.

VISUALS	SOUND	INGENUITY	REPLAY
8	6	6	7

## NBA Live 2000



**Publisher:** Electronic Arts  
**Developer:** NaFx  
**Featured In:** EGM #124  
**Players:** 1-4  
**Supports:** Rumble Pak, Controller Pak  
**Best Feature:** Michael Jordan  
**Worst Feature:** The New York Knicks  
**Web Site:** www.ea.com



Aside from fewer classic players, this N64 Live 2000 is largely the same as its PS cousin. A few things are actually better—a smoother frame-rate and prettier graphics. Gameplay is good, yet strangely a little frustrating. The computer defense is so potent it shuts down fast-break attempts at will. Special moves help a little but not as much as would like. There's more emphasis on team play than ball-hog rombles. Two-player is a lot more like old-school Live however—lots of turbo runs straight to the hoop for an easy jam. Minor stuff aside, this is a very good game.

VISUALS	SOUND	INGENUITY	REPLAY
9	7	8	8

## Ready 2 Rumble



**Publisher:** Midway  
**Developer:** Point of View, Inc.  
**Featured In:** N/A  
**Players:** 1-2  
**Supports:** Rumble Pak  
**Best Feature:** All of the boxes  
**Worst Feature:** Repetitive gameplay  
**Web Site:** www.midway.com



Gameplay-wise, the N64 version of Ready 2 Rumble is very similar to both other console versions of the game—though not as graphically impressive as the DC version. This means it's a lot of fun to play most of the time. And thankfully, the AI in this version of the game is smarter than in the PlayStation one—the computer opponents didn't allow us to throw too many cheap moves over and over again. Still, even with a variety of interesting boxes to choose from and a championship mode that's fairly deep, we found the game gets old rather quickly.

VISUALS	SOUND	INGENUITY	REPLAY
7	6	7	6

## WCW Mayhem



**Publisher:** Electronic Arts  
**Developer:** Kodak  
**Featured In:** EGM #122  
**Players:** 1-4  
**Supports:** Controller Pak, Rumble Pak  
**Best Feature:** It looks nice  
**Worst Feature:** Too few modes of play  
**Web Site:** www.ea.com



What you basically have here is a first-generation wrestling game that, unfortunately for EA, is surrounded by second- and third-generation competition. No one here really had more fun playing Mayhem than Wrestlemania or Attitude, but that's not to say this game doesn't have its good points. The game animations are fast, giving this a nice, realistic feel. Also, fighting in the backstage areas adds a nice twist to the end, however, too few modes of play and bland presentation make this a very so-so title.

VISUALS	SOUND	INGENUITY	REPLAY
7	7	5	5

## Ballistic



**Publisher:** Infogrames  
**Developer:** Mitchell Corporation  
**Featured In:** EGM #124  
**Players:** 1-4  
**Supports:** Dual Shock  
**Best Feature:** Simple, novel gameplay  
**Worst Feature:** Not enough modes of play  
**Web Site:** www.infogrames.net



The basic concept in Ballistic isn't terribly original, *mmm...where else have we heard this before.* Like different colored balls and throw them at other balls to make matches of three or more? Bust-A-Move, perhaps? The overall package isn't much to speak of either. The only modes are Panic (a.k.a. "endless," where you see how long you can last against a faster and faster game), Stage (where you clear out a limited number of balls on one level before moving on to the next, more challenging stage), and Vs. (where two players compete, and chain combos throw extra balls to your opponent's side). What's the problem? Stage Mode is fun, but it's just Panic Mode with power-ups and more interesting levels (it would have been more challenging if Ballistic gave you a certain number of moves to clear each stage, like in the GBC version or typical Puzzle Modes in games like Devil Dice). Vs. Mode is cool, but you have to have a friend to play against (in vs. cpu mode), and it's just the same boring stage over and over (why aren't some of the cool level designs or power-ups from Stage Mode included in CPU play?). Still, this is a fairly fun and very easy to jump into puzzle game. It won't tickle the fancy of puzzle game veterans, but **Ballistic will appeal to more casual gamers**, especially because big combos are pretty easy to pull off.

**Shoe**

When it comes to puzzle games, I'm not one for strategy. I want to lay down some blocks, make some lines and keep doing that for three or four hours as the blocks fall faster like Tetris. With Ballistic however, there's all sorts of things to think about, and this ruins the intensity for me. I don't want to learn combos and what not. Besides, **I don't like the spirally ball thing very much.** It's not a poorly made game, it's just not my kind of puzzle game.

**Shawn**

Ballistic isn't very original, nor is it deep with detail. At the very least it's easy to learn. Gals will probably like it for its Tetris-inspired, ordering-ement which they're so strangely attracted to. Still, **I couldn't see paying more than \$20 for this game.** That's not an insult to the developer either. It just doesn't have the originality or replay value to warrant much more. In some regard it's like Irritating Stick—amusing for a while but too shallow for the long haul.

**Dean**

Ballistic gets points for being one of the more original new puzzle games out there. It's almost completely combo-based if you're good, so you have to strategize where you're going to lay your next ball. Despite having no aesthetic features to make you want to continue—kinda bland music, no rewards graphically for clearing levels—it can be a fun way to pack a few hours away. A decent puzzle game, but **could've used some more spice.**

**Chris**

VISUALS	SOUND	INGENUITY	REPLAY
6	5	6	6



**Publisher:** SCEA  
**Developer:** Naughty Dog  
**Featured In:** EGM #132  
**Players:** 1-4  
**Supports:** Dual Analog, Dual Shock  
**Best Feature:** Incredibly fun to play  
**Worst Feature:** Major Mario Kart influences  
**Web Site:** www.playstation.com



It's obvious CTR was inspired by the Super NES Mario Kart. But how could a game developer not be inspired by that game? And if CTR was crap, it'd be easy to laugh at Naughty Dog for making an inferior product. Of course, CTR isn't crap. **It's an incredible game—better than Mario Kart in some respects.** The adventure portion of the game plays out like the Diddy Kong Racing on the N64...except better. There are a variety of memorably designed courses within a number of hub areas. As you win races and beat bosses, you're awarded stuff and access to new races. And true to past Crash games, you have to collect a bunch of extra goodies to truly finish the game (like CTR coins, relics, and gems). It'll take you a long time to beat the game—even longer if you don't master the game's complex turbo system. Power sliding, jumping and using the layout of each track to your advantage is a must (the control and car physics are amazing by the way). And as if we needed any extra features, CTR has a kick-ass multiplayer mode. This mode is where the game gets its high replayability, with a good number of multiplayer courses and options. Then of course, there are the other things: Graphics, sound, etc. CTR is one of the best-looking and best feeling games on the PlayStation era. You'd be foolish not to get this game. **Shawn**

As far as mascot-Mario-Kart-knockoff racing games, **CTR is the best I've played on the PlayStation.** Strong words yes, but considering the amazing amount of depth, the competent control and the better-than-average graphics, it's not out of place. What really does it for me is the extensive multiplayer capabilities. Heck, it even has four-player (dust off the D1 multistick). The music is tolerable, although just barely. Fans of this genre must buy CTR. **Dean**

Is Crash Team Racing an unestablished Mario Kart copycat? Yes. Is that a bad thing? Heck no. Actually, CTR swipes the best tricks of the original: Mario Kart, Mario Kart 64, and Diddy Kong Racing. Where else are you gonna find that kind of fun on the PlayStation? Control is perfect, allowing lots of thrills. Most tracks are carefully designed (good luck finding every shortcut). You'll get the best CTR has to offer if you **gather three pals and a multi-tap.** **Crispin**

I honestly didn't think anyone could top the standards set by Mario Kart, but Naughty Dog has levels are challenging and have surprises abound every corner, but aren't too hard to navigate. There's a lot of variety in the courses and techniques go into navigating them successfully. At the same time, a novice can pick up and play and have a lot of fun just the same. If you spent hours with friends playing Mario Kart, **this is your new addition.** **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
9	7	8	9



**Publisher:** Electronic Arts  
**Developer:** EA Sports  
**Featured In:** EGM #132  
**Players:** 1-4  
**Supports:** Dual Shock, Multi-tap  
**Best Feature:** Graphics  
**Worst Feature:** Choppy frame-rate  
**Web Site:** www.ea.com



Now here's a game that can't easily be defined. On one hand it's a cute game for kids, on the other it's a regular golf sim (sorta). Its personality is puzzling, especially since Hot Shots and Mario Golf have that hybrid niche filled nicely. On its own, CyberTiger combines elements from his last golf game (namely the spin control) with a few innovative features. The traditional metered swing is optional. In its place you can use the analog stick in a pull-back-and-push-forward motion. It's an interesting way to swing the club but not very accurate. As you head back on the stick a power meter engages. If the number goes above 100, the shot hooks or slices. Or, if you don't return the stick to the zero center it misdirects the shot. Don't worry, the spin control is so potent you can steer the ball in flight. **A feature that's good for kids but too cheap for real golf aficionados.** So essentially folks looking for a real challenge will get bored with the simple gameplay while younger kids will probably dig the quick and easy pace. Overall the title has a simple charm and more than a few redeemable qualities. The option to use your character as a child, teenager or adult is interesting. The analog swing, while not perfect is innovative as well. It's no Mario Golf (or Hot Shots) but it should give younger gamers a thrill. **Dean**

When it comes to CyberTiger, I have to ask the question **"WHO CARES?"** I guess the Tigermanians do, but I care about fun. Hot Shots Golf still delivers the most fun by a long shot. I don't like any of the swing meter options, camera control while setting up your shot is really slow, and the characters just aren't that exciting. "Wow, you mean I can play with Kid Tiger, Teen Tiger and CyberTiger?!" Awesomely dull. This game is perfectly average. **Dean I**

CyberTiger is definitely a step in the right direction for EA after last year's miserable Tiger Woods go, but **it's still got a long way to go before it can compete with the likes of Net Shots.** Gameplay wise it's moderately fun this year, with more intuitive controls and an arcade-like feel. The analog swing is interesting, but I still prefer the good ol' physics seen a bit more at times and the frame rate is cruddy, which definitely hurts the game for me. A rental. **John R**

The coolest part of CyberTiger are the power-up balls. Before tournaments you'll go to the driving range while you can try to hit targets (ranging from bull's eyes to men in boats) to earn the powerups such as the Superball which will bounce on any terrain as if it were concrete, or the Gumball which will stick to whatever surface it hits. Overall, the game is fun, but way too kiddie. **Stick with Net Shots if you're looking for arcade-style golf action.** **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
6	6	6	5



**Publisher:** EA Sports  
**Developer:** EA Canada  
**Featured In:** EGM #132  
**Players:** 1-8  
**Supports:** Dual Shock, Multi-tap  
**Best Feature:** Intuitive control  
**Worst Feature:** No women's teams  
**Web Site:** www.easports.com



Let me say EA has simply outdone themselves with their latest soccer effort. The most impressive part of FIFA 2000 is that it will appeal to both sim-freans and arcade-heads. The control is masterful and the variety of special moves at your disposal are easy to learn and exciting to use. **I absolutely love the ability to break off a 360 spin after a double stopper.** The three different game modes (amateur, professional and world class) offer plenty of challenge and serious replay value. But of all the moves with the ball, some of the coolest are things you have control of without the ball. You'll have the option to pull your defense up to initiate an offside trap with the press of a button, and you'll have iron-style passing off-throw-ins and free kicks. The penalty shoot-outs offer the same excitement as the real thing, though no one nips their shirts off after a monster goal. As far as fans in the game, there aren't many. A few international teams are missing (what have you done with the Ivory Coast?) and in post-goal celebrations the players face look as if they've been constructed from hunks of volcanic rock. But a huge disappointment is the lack of women's teams. It would have been nice to make a cup run with Mia and the girls. FIFA 2000 wins my choice (yes, even over Madden 2000) for sports title of the year. **Todd**

There is one problem with FIFA 2000. I don't have enough space to applaud all that's right with this game. Game speed is perfect (and adjustable), the animation is fluid, and advanced moves are relatively easy to learn and intuitive. The computer AI also makes for a worthy match. **But FIFA really shines in multiplayer, whether it's head-to-head or cooperative play.** Try FIFA, and I promise you'll be surprised by the intensity and realism of this great title. **Dean I**

FIFA 2000 is all the best bits from FIFA 99 plus the full MLS license. That alone is great for U.S. audiences, but the addition of the new 'In Game Management' system is especially welcome. Switching formation with a single button press is a simple yet ingenious feature. As ever the player AI and presentation is top-notch (even if the MLS commentary gets a bit dumb) and for once I think FIFA has the edge over Konami's ISS. **John**

Even though I'm not much of a soccer buff in "real life," I've always loved EA's FIFA series. **This year's game is easily the best yet.** The controls are superb, the gameplay is tight (the AI seems to get better every year) and it's just plain fun to play. Even though it's still a little thingy, I really like the dead ball icon Attack feature they added. It makes corner kicks and throw-ins much more exciting. The game's got a rockin' soundtrack, too. Good stuff. **John R**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	8	9

# Grandia



**Publisher:** SCEA  
**Developer:** GameArts  
**Featured In:** EGM #133  
**Players:** 1  
**Supports:** Dual Shock  
**Best Feature:** Combat and character growth  
**Worst Feature:** Bad voice acting, slowdowns  
**Web Site:** www.playstation.com

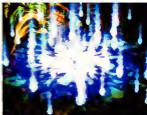


**Like Miyazaki's Castle In The Sky Laputa, Grandia's story centers around a boy, a girl and an ancient magical stone.**

When was the last time you played an RPG and craved more combat? Grandia is one of the rare instances for us at EGM where we didn't mind fighting random encounters 45 hours into the game. Why? It's all about Grandia's combat and character growth system. First off, you can always see monsters off in the distance before combat ensues; this means you can actually avoid combat when you want to. Also, the conditions of combat will depend upon how you end up making contact with a group of monsters. For instance, if you run into them from behind, you'll have the initiative for a preemptive strike—and vice versa. During combat, an advancing IP Gauge (with character and monster icons) dictates the order of action. To keep things pseudo-turn based, the IP Gauge will temporarily freeze when you're choosing an action. Otherwise, combat moves along in

real time. Since you can see (and anticipate) your opponent's window of action, you can time your attacks for cancelling and counter hit techniques. Related to the importance of the IP Gauge is the strategic location of your characters. If you want to hit an enemy on the other side of the map, you'll use valuable IP time moving there; time which the enemy is also recouping for his chance to strike. Land your attack at the right time and you can actually knock somebody back on the IP Gauge and cancel his/her move! Spells and custom moves also play a huge role in Grandia. There are four elemental categories for spells: fire, air, water and earth. Using a spell in each of these categories not only levels up that element, but also makes you more proficient in that particular attack. New spells are learned when you level up and combine your levels in each of the elements. This all makes for one of the deepest combat and character growth systems since Final Fantasy V. Whew!

Even with its somewhat traditional sprite-based look, Grandia pulls out the stops when it comes to spell effects. Below, Justin tears Baal a new one with his most powerful move, The Heaven & Earth Cut.



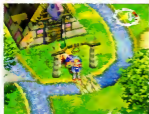
GameArts (and Sony) has done us all a service in bringing over what is easily their best RPG effort. Grandia's story is at once epic and anecdotal, light-hearted and emotional. Much of the tale is told through episodic encounters with inhabitants throughout each of the towns. All of them have a story to tell or a quest to solve. Grandia's ability to sustain my interest, during the most random of conversations, is a real testament to the characterization of the game. It was easy to play through one of the "scenarios," then savor the experience with a timely save. Speaking of saves, the game is fraking HUGE. At the end of disc one, I clocked in at around 30 hours of play; the entire game takes close to 65 hours. Other aspects I loved about Grandia include the deep (and additively fun) combat system that combines the best aspects of Active Time Battles and core elements of a tactics strategy game. Unfortunately, Grandia is sporadically plagued with unbearable voice acting, dodgy translation and even a little censorship. Visually, Grandia is warm and vibrant; there are hand-drawn details everywhere you look. The 3D engine suffers from occasional slowdown, but also gives Grandia's world much welcomed depth. This fall, you have no choice but to play both FF8 and Grandia. It's worth it. **Che**

A legendary Saturn RPG, Grandia had a lot to live up to when I sat down to play it. This thing didn't let me down. Sure, characters are too quiet for my taste. The voice acting is lame and the music is so-so. But the epic story and—better still—awesome dungeons make up for all shortcomings. Although I didn't like the combat system as much as Che, battles never really got boring or intolerable. At least you'll finally see what all the fuss was about. **Crispin**

It's still amazing to me that as big a company SCEA is that when it comes to translating a Japanese RPG, something feels like it's missing. The voice acting in Grandia is so unnatural and forced. I never got a chance to play the game on the Saturn, though, and am grateful to finally have it in English. A captivating story, excellent music and characters that you really care about all wrapped into one game. I just hope it doesn't get overlooked. **Chris**

While it's unfortunate the U.S. Saturn didn't grab bragging rights to this title, I'm happy Grandia is out here at all. The game is sweetest. It has great graphics, an epic storyline, tons of characters to interact with and a kick-ass combat system that won't have you dreading that next repetitive RPG battle. Don't accidentally miss out on one of the best RPGs of the year, just because it doesn't have the FFVIII level of hype surrounding it. **Shoe**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	9	6





**Publisher:** Konami  
**Developer:** KCE Tokyo  
**Featured In:** EGM #25  
**Players:** 1-4  
**Supports:** Multi-Tab, Dual Shock  
**Best Feature:** Motion-captured graphics  
**Worst Feature:** Boring button-masher gameplay  
**Web Site:** www.konami.com



By now, we've pretty much seen everything developers can do with this genre, whether it's the original Track & Field for the arcade, or DeAthlete for the Saturn or even now, International Track & Field 2000 for the PS. After all, there are only so many variations of the classic button-mashing formula. Admittedly, ITF2000 is one of the better-looking games of this type. The motion capture looks realistic, and sport-on. The character models are nice as well (until you see the female diver for the U.S. team...talk about a bronze goddess)...although those of the American boys seem a bit chubby around the equator. The limited gameplay, however, does hurt. **After a couple of gas, I was bored.** Pretty much all the events involve speed button mashing. How about some more variety, like some spinning around the analog stick for instance? (That would've been perfect for Cycling.) Even playing ITF2000 multiplayer, which you'd think would be a lot of fun for this type of game, wasn't that exciting. My fellow editors and I had more fun playing Winter Heat because of the wider variety of gameplay found there. A couple of events are interesting (diving, horse vault), but a couple isn't quite enough to bring this game into any kind of spotlight. If you're into pretty visuals and shallow gameplay, check it out.

**Shoe**

I've always found Olympic-type games to be a blast if they're done right. Take Winter Heat and DeAthlete on the Saturn for instance. And while Track & Field is well-made and provides a good number of events to play at times it's just too technical and boring for my liking. Sure, some of the tap-tap-type-of events are exciting, but other than that just not enough to this title. It's better reserved for a multiplayer-filled night, than purchased outright.

**Shawn**

I've been a fan of track and field games since Microsoft's Decathlon back in 1983. This genre commands not only button mashing but also timing and dexterity—basically, it's the essential action game. ITF & 2000 looks fantastic, but the gameplay still hasn't advanced since Decathlon or Konami's own Track & Field for arcades (remember bustin' out your w/ro waltz! Awaw, yeah). I would have liked to see more innovation with the Dual Shock.

**Che**

How can I say this game up? Take the ground-breaking first edition, add concering, biking, diving, vaulting and weightlifting, as well as sharper, more realistic than ever graphics—and you have ITF 2000. The power-and-release gameplay is essentially the same but they've added a finish button. This option allows you to charge forward in close races, and it works too. Granted I'm a big fan, but I think this is one of the best multiplayer games around.

**Dean**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	7



**Publisher:** Electronic Arts  
**Developer:** Electronic Arts  
**Featured In:** N/A  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Speedy  
**Worst Feature:** Slippy collision detection  
**Web Site:** www.ea.com



Knockout Kings 2000 is nothing like the previous version. It's about two and a half times faster and about that much more exciting. **Goec are the lethargic swings and slow-as-molasses gameplay and it's not decent speeds and good hand hitting, is that enough to make it good?** That depends—if you're into sim or arcade gameplay? If you answered sim, you won't be disappointed. The format hasn't changed much from last year. Take your pack of 50 classic fighters and square off against the computer or a friend. As a two-player game it's not bad. You definitely need technique to be successful. In other words, mindless button smashing will only deplete your energy and leave you open for a knockout. Single-player is even harder. The computer knows how to box quite well. Taking a created boxer through the ranks involves accumulating training points and winning fights. Essentially beating the upper rung of fighters is impossible until you get enough attribute points under your belt. As a fan I'm a bit of a purist, so the training and building required to win at this game, it's certainly not as flashy as some of the arcade-style fighters out there but overall it offers a good amount of replay value. One thing I don't like is the loose collision detection (hitting through an opponent's body). Otherwise it's a fun and challenging title.

**Dean**

I have a real problem getting any enjoyment out of something claiming to be a boxing "simulation"—it is, after all, just two guys throwing each other isn't it? The training and "corner" stuff really didn't hold my attention, and while I can see that this is a big improvement over the original, I still think EA is taking boxing way too seriously. It's probably just me, but I think the Ready 2 Rumble approach is much more appropriate.

**John**

Generally speaking, I'm not a huge fan of sim sports games like Knockout Kings. But in this case, I had a good time. **Maybe it's something about beating people up that brought on my change of heart.** More than likely it's the game's death. This highly technical style of play is a nice change of pace from other midlevel fighters out there. But then, I'm not a fan of boxing in real life so there's probably a lot about the game I didn't appreciate.

**Shawn**

EA has addressed some of the issues which plagued last year's Knockout Kings: game speed and control. Tweaks to the game have made Knockout Kings 2000 one of the better boxing games I've played on a console system (but can anything beat old Boxing '77). While the character builders aspect of the game is ultimately its biggest strength, fans of arcade boxing should also give Knockout Kings a chance. Too bad the announcers are so repetitive.

**Che**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	7



**Publisher:** Tecmo  
**Developer:** Tecmo  
**Featured In:** EGM #133  
**Players:** 1-2  
**Supports:** N/A  
**Best Feature:** Improved combat system  
**Worst Feature:** A lil' too repetitive  
**Web Site:** www.tecmo.com



Set aside a few months if you want to play this to completion. As a fan of the first Monster Rancher, it was happy to see the improvements made to the game—but it's what they didn't improve that hurts it. So many different things happen each time you raise a monster that it's never the same game twice. There's more variety—and more monsters—in this time around. Combat has been fine-tuned, cutting down on frustration. The translation is much like the first, with some very awkward English sentences. But where MR2 falls flat is in how repetitive it is. For instance, your assistant, Colt, says the same things over and over again until you're just rapid firing buttons to advance the text. "He's stressed out," "I think we spilt him too much," "You should give him some rest," "You have mail!"—all one sentence per dialogue box. I stopped caring what she was saying, and she lost her usefulness. They should have cut down on that and instead included some kind of option to just view one report that tells you the status of your monster. I also don't understand why PocketStation support from the Japanese version was removed. Despite aesthetic improvements, MR2 is too clunky, painfully slow-paced and not intuitive at all. I liked the first game...but it's two years later, and hardly improved.

**Chris**

If you're going to dedicate as much time as is required to get far in MR2, you'd think the rewards would be greater. Sure, there are a couple of neat party features in the game (getting fan mail, getting stronger monsters, going on tricky expeditions) but all in all the experience is rather dull—like the first one in that respect. If you're a fan of the original and don't expect much from a sequel, you'll probably be into this title. But I was expecting more.

**Shawn**

F-Tamagochi...if virtual pet caring is your thing, then check out Monster Rancher 2. It's got a deep monster creating/raising system that can keep you enthralled for weeks. That is, if you have the patience for it. This game is strictly for folks who can just sit there and go through repetitive actions over and over in order to build up a creature (feed, train, fight, repeat). MR2 fans might be disappointed—MR2 doesn't offer that much new.

**Shoe**

You fans of the original Monster Rancher have nothing to worry about: This sequel delivers everything you liked about the first game, only better. You say you're new to MR2's super-lamagochi-style of gameplay? Give it a shot. It may look dull (and this certainly isn't the world's most exciting game), but MR2's repetitive formula is fun and, yes, even addicting. Despite its blah graphics and crap dialog, this thing'll keep you busy for a long time.

**Crispin**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6



**Publisher:** THQ  
**Developer:** Radical Entertainment  
**Featured In:** EGM #123  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Easy to pick up, smooth frame-rate  
**Worst Feature:** Polygon clipping  
**Web Site:** www.thq.com

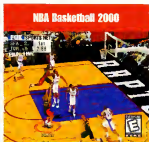
Living in our jaded post-grunge times, I missed at the combination of pop-cultural giant MTV, and the now hackneyed genre of the snowboarding games. To my surprise, **Radical delivers a uniquely entertaining snowboarding title** that's somewhat reminiscent of a recent classic like Tony Hawk's Pro Skater. The premise of the game, duh, is to snowboard around the world and qualify for the MTV Challenge. To do so, you've got to master the tricks. And in that respect, MTV Sports: Snowboarding does quite well. The controls are easy to pick up, and the tricks aren't too frustrating to pull off. In order to score big, you've got to combine each of the grabs (tail, mute, method, nose, indy, etc.) with spins and flips in the air, landing a monster aerial left me feeling super gratified. Aside from racing and ticking downhill, there's also the necessary half-pipe event that I've always enjoyed more than building down a slope. Graphically, MTV Sports: Snowboarding is a stunner. You're not going to stop and stare at the scenery, but the game has a great sense of speed and scale. Unfortunately, abundant polygon clipping will sometimes slip you in the face and jerk you out of the zone. There's also a "create-a-park" feature that lets you build your own snowboard mountain. It's a fresh take on a stale genre waiting for an overhaul. **Chris**

ugh, another snowboarding game. Surprisingly, this one doesn't suck. It's loaded with all the cliché trop characters, music and boards, but unlike others, it has decent gameplay to hack it up. Don't get too excited, it's nothing we haven't seen before, with the exception of one thing—Create-a-Park. This option lets you modify a course with your favorite ramps, rails and logs—there's a nice option. Two-player is acceptable as well. **Go MTV SiS a rent.** **Dean**

Well, it's faster than a lot of the recent crappy snowboarding games we've had—but it's still just another one of those. When we are going to stop being inundated with this stuff? Graphically it's nothing special, and in terms of gameplay style it walks the line between button-mashing, vacuous rubbish and something that requires a bit of skill. **It's still not interesting enough to be labeled "Fun" though.** Just another "face" game. **Yuck.** **John**

MTV Sports: Snowboarding has its problems—namely terrible pop-up in some states and a pretty nameless track system. But to be totally honest, this is why I like this game. No, I'm not a fan of pop-up but the graphics and frame-rate are pretty sweet otherwise. And the track system allows you to pull off some amazing stuff without trying very hard. It gives the game a decidedly arcade feel. The two-player isn't very good though. Still, check it out. **Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6



**Publisher:** Fox Interactive  
**Developer:** Radical Entertainment  
**Featured In:** EGM #123  
**Players:** 1-8  
**Supports:** Dual Shock, Multi-tap  
**Best Feature:** Rim physics  
**Worst Feature:** Free-throw meter  
**Web Site:** www.foxinteractive.com

It's hard to put a finger on why I'm such a fan of Fox's NBA Basketball 2000, but I'll try. Part of my fondness is based on the way the rim reacts to shots. Sometimes they clank around on the rim, sometimes they drop right through, sometimes they roll off. It reminds me of watching real hoops. The game looks nice and the players move with great realism and smoothness. The announcers commentate with accuracy and purpose, noting if a team is on a run or they'll joke fun at the newscable occurrences of a missed dunk. It's fun to block shots and rebounding is intuitive based on positioning and timing jumps. The instant replay is done with fox attitude using the FoxScope and sometimes a blur method. As far as flaws, there are a few, and one is huge. The biggest problem is the nearly non-existent AI, which allows anyone to knife to the hoop without much effort. It's not just the superstars that can dribble down the court without threat of a steal. The other big flaw is the free-throw meter. After a near loss it was easy to blame my e-for-ty free-throw woes. The meter is still a mystery to me. A mid problem is that every shot hits the rim, even full court, last-second bombs. Also the camera, on a foul, doesn't follow the ball but closes in on the person fouled. Overall, a solid hoops effort but where's the "D"? **Todd**

At first glance, NBA Basketball 2000 seemed like it might be a contender this year, but after spending some quality time with the game, I've come to realize that this is not the case. The game's got some positives (great play-by-play, solid game engine, etc.), but it's plagued by poor AI and lousy controls. The lethal combo of Speed Burst and Special Move will burn any D on any difficulty and some of the physics are just bizarre. **Maybe next year, Fox.** **John R**

Fox has packed this game full of TV-style do-dads and what-nots but sadly forgot to put in any AI defense. For example, it's possible to walk up court pushing defenders away as you go. Get to the hoop, pause to gather your thoughts, then slam home the big jam—all this while in All-Star difficulty level no less! It's a fatal flaw as far as I'm concerned. It's unfortunate, other things such as the animation and general gameplay are not bad at all. **Dean**

If you feel wozy from the frenetic pace of NBA Live 2000, NBA Championship offers a nice alternative. It feels more like real basketball, with plenty of time to set up plays, look for guys in the passing line, and run an offense. Visuals are well-done, including unique play angles which help immerse you in the game. One big negative was the free-throw meter, which seemed more difficult than the controls of some flight sims. **Dean I**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6



**Publisher:** Fox Interactive  
**Developer:** Radical Entertainment  
**Featured In:** EGM #123  
**Players:** 1-8  
**Supports:** Dual Shock, Multi-tap  
**Best Feature:** Excellent AI, realism  
**Worst Feature:** Sluggish gameplay  
**Web Site:** www.foxinteractive.com

Every year it seems as if the guys at Radical come so close to making "the" hockey game to own, but inevitably they fall short due to a sub-par game engine. This year is no different. NHL Championship 2000 is easily their best game yet, but it still suffers from one problem that unfortunately weighs heavily against all the other good stuff—the game is too sluggish. As usual, their AI is topnotch. This is the smartest hockey game I've played, and serious hockey fans will no doubt find much delight in the CPU's impressive intelligence. The graphics are very nicely done, with awesome player and goalie animation (this too may be the best I've seen!), and the even-so-slick-NHL on FOX TV-style presentation rules. Sadly, the sluggishness of it all makes the experience somewhat less satisfying. I can't wait 'til these guys get their hands on some better hardware, because they've really got a potentially awesome game on their hands. Another thing I don't like about NHL Championship is that when players fatigue, they REALLY fatigue. Yeah, it's important to change lines, but nobody slows down THIS much. On the upside, controls are tight (low being able to force deflections), and the play-by-play is excellent. Don't get me wrong, on the whole this is a very good game—it's just that it could've been great. **John R**

Radical Entertainment does a much better job with hockey than basketball. I complain first: NHL Championship is too slow, man is that annoying. The animation is too exaggerated and there aren't as many options as there are in NHL or FaceOff 2000. OK, now for things I like. The AI is much tighter than I expected. While the games are challenging, it's not impossible to score 3+ goals on the computer per game. Two-player games are decent as well. **Dean**

This is a decent first effort for Fox Sports Interactive, but it doesn't quite cut it for PlayStation sports titles. NHL Championship delivers enough good gameplay to deserve a look, but it fails to offer the many bells and whistles of EA and 99's hockey titles. Also, this game runs slowwww. Sometimes you just wanna freakin' scream at your guys to get the lead out. Overall, presentation is decent and the camera angle is the best of any hockey title this year. **Dean I**

The most important element in a hockey game is speed, and that's the only place that NHL Championship 2000 falls short. **Kudos to color commentator John Davidson** for being the best part of the game. His comments are insightful and don't seem repetitive or forced like most video game analysis. Fox has made a solid game with great in-game presentation, but the need for speed in the world's coolest game is paramount. **Todd**

VISUALS	SOUND	INGENUITY	REPLAY
7	7	6	6



## Quake 2

**Publisher:** Activision  
**Developer:** Hammerhead  
**Featured In:** EGM #123  
**Players:** 1-4  
**Supports:** Dual Shock, Multi tap, Mouse  
**Best Feature:** Best looking levels  
**Worst Feature:** Some tedious puzzles  
**Web Site:** www.activision.com



"Wow." That was my first reaction when I sat down to review Quake 2. Hammerhead has done an unbelievable job translating the PC game's visuals. The colored lightings' all there. The animation's all there. They even added lens flare effects. The whole package moves at a pretty smooth 30 frames per second. Better still, the developers have gone beyond the call of duty to accommodate every control style you could want. You won't have a problem finding a Dual Shock config you like. But if you really want an edge, hook up a mouse and play this game the way it was intended (use the joystick to strafe and the mouse to aim). It makes for a **flawless Quake II experience**. Unfortunately, some of the tediousness of the PC game's levels is along for the ride, too. You're forced to backtrack through areas to hunt down keys, flip switches, etc. It's a minor annoyance. And now for the best part: Four-player split screen is smooth and playable. If you haven't invited in a multi-tap yet, get it for this game. You can even use two multi-taps and let all four players use the joystick/mouse combo. You get three multiplayer modes—deathmatch, team play and a new versus mode. Extra multiplayer options open once you beat the one-player game. You won't find four-player frag fests like this in any other PlayStation game.

**Crispin**

Hammerhead has done what can only be described as an incredible job of porting the PC game across. It's fast, smooth and looks better than you would expect. If you want a glitch, chances are it's a "secret" to shoot—not a graphical problem. Throw in the fact that it supports just about every cool PS add-on out there (both mouse and multi-tap) and you have something that **just oozes quality**. I never thought PS frugging would be this good.

**John**

If you're somewhat familiar with Quake II, you know the drill—it's a boring one-player game (shoot, find switch, shoot, find next switch, yawn). But what Quake II for PS does manage to do is provide a great multiplayer first-person shooter deathmatch experience (something that's sorely missing on this console) and impress everyone with its awesome 3D engine (hey it's this thing smooth and purdy for a PS game). The mouse support is a big plus.

**Shoo**

You'll scratch your head wondering how in the hell Hammerhead made Quake II on the PlayStation...not only that, they made a kick-ass version of Quake II on the PlayStation. From a technical standpoint, this game is a masterpiece. The game's graphics are top-notch nearly all of the time, and the control is what dreams are made of with a PS mouse. Plus the multi-player stuff is always a blast—especially four-player. Overall, this game just feels right.

**Shawn**

VISUALS	SOUND	INGENUITY	REPLAY
9	9	6	8



## Rainbow Six

**Publisher:** Red Storm Entertainment  
**Developer:** Rebellion  
**Featured In:** EGM #123  
**Players:** 1  
**Supports:** Dual Shock  
**Best Feature:** Very cool music  
**Worst Feature:** Disappointing in every respect  
**Web Site:** www.redstorm.com



If the N64 version of Rainbow Six is a good example of how to convert a classic PC game to a console, then Rebellion's PlayStation version is a textbook example of how not to. Fact, the "spirit" of the Rainbow Six series is that you are part of a team that is working on each mission. You are simply one operative among many—not a lone soldier. For some reason, this fact is ignored here. There are no teams involved, and there is no "good guy" AI that lets them get on with their business while you get on with yours. Fact...part of the fun of R6 is planning your missions beforehand. Why then, does the PS version only allow you to choose your insertion point? PC R6 is the perfect co-op multiplayer game (as exemplified by the N64 version). You don't get anything here. On top of this the controls are overly sensitive and complex, and the frame rate is so bad it actually interferes with the combat. Shocking, the bad guy AI is also atrocious. They ignore you, they get stuck on doors and they seem unable to navigate the environments. **This is a disturbingly disappointing game.** The story line and the level structure is so brilliantly conceived, and the presentation (especially the music) is so good, I'm shocked that the gameplay is so bad. The N64 game shines this by some considerable degree.

**John**

Funny thing about Rainbow Six: It's packed with lots of little problems, but I want to play it again and again. The graphics are rough around the edges, to say the least. Control is too touchy on the analog sticks, and don't even bother playing with the digital pad. It lacks multiplayer modes of any kind (a cooperative mode would've been awesome). But the gameplay here is so gripping and challenging that I don't mind all the flaws—much.

**Crispin**

This has got to be one of the worst anytime I've played on the PlayStation in quite a while. I'm not sure what went wrong here, but this version of Rainbow Six went horribly awry. The graphics give you a worse headache than watching Blair Witch Project, and gameplay doesn't get much more annoying or shallow than this. To make things worse, they've spared Rainbow Six of its teamwork strategies, thus turning the game into...crap.

**Chc**

If Rainbow Six PS could borrow Hammerhead's 3D engine for Quake II (PS), Red Storm would have a great game on their hands. But alas, Rainbow Six has a crummy and choppy engine running it, and it affects the gameplay. Control is a bitch, with aiming as precise as a lapped NATO air strike. Plus, the big thing that everyone loves about R6, cooperative play, is not here. It's a good concept, but the game could've used a lot more time and work.

**Shoo**

VISUALS	SOUND	INGENUITY	REPLAY
4	7	7	5



## Space Invaders

**Publisher:** Activision  
**Developer:** Z-Axis  
**Featured In:** EGM #123  
**Players:** 1-2  
**Supports:** Dual Shock, Analog  
**Best Feature:** Plays like the original, but better  
**Worst Feature:** Long load times, not enough variety  
**Web Site:** www.activision.com



This update of the classic shooter Space Invaders plays just like the original, with enough new features to keep it fresh. **Eighty stages may seem like a lot, but it's over quick**—my total game time was slightly over an hour. The difficulty progression seems a tad on the easy side until halfway through when it begins to pump up. Load times are annoying, especially if you have to start over from saves—although while loading you can check out helpful information on new enemies added in each group of levels. There's slowdown in later levels, even though the backgrounds hardly have any animation. Maybe if enemy ships were less detailed there wouldn't be as much load time and the game could've been sped up a bit. Gameplay is the same as the original except now you can power up your weapons, making it a more strategic game if that's what you want it to be. One enhancement they didn't make that I really would've liked would be a short "dash" to either side by tapping L/R. Much as low-key ambient electronics, but left it all memorable and doesn't seem to fit in right with the on-screen action. Two-player is a complete cakewalk, and there aren't any competitive modes to spice things up. A decent update of a classic arcade game that will satisfy purists, but it could've been so much more.

**Chris**

Developers wanting to cash in on the bring-retro-games-into-the-'90s crowd should pay attention to the Activision titles Asteroids and now, Space Invaders. This is how to update a game...add fancy graphics and don't add that gameplay-killing third dimension just for the sake of making something 3D. **Space Invaders is on the easy side and is too short.** What it needs is an endless arcade mode, so you can keep playing it after you beat it.

**Shoo**

If Hasbro made retro remakes of games as good as this, we'd have lots of cool remakes floating around. Despite suffering from some really puzzling slow load times, Space Invaders is a great example of how a classic should be brought up to date. If there's anything wrong with the game, it's the fact that you can "finish" it now, and it's way too short. For one-player it's bad, but you can whip through it in two-player mode in a matter of minutes.

**John**

I'm all for recognizing history, but I'm just not that thrilled about the new Space Invaders. This version has the same gameplay with added twists like a two-player mode, power-ups and big bosses...but I think **Space Invaders loses some of its charm if it isn't primitive, minimal, monochrome, simplistic, etc., etc.** As a piece of video game history, Space Invaders is vital. As a shooter, the new Space Invaders is neither appealing nor advanced.

**Chc**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	5	5





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pleated skirt  
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# Resident Evil 3 Nemesis



Monsters, monsters everywhere...but at least you can tap R1 to dodge 'em. Good luck getting the timing right, though. Even when we thought we'd mastered the move, the dodge didn't work every time.



If nothing else, Resident Evil 3 Nemesis shows just how well the 'ol 'survival horror' formula works. The game's story isn't nearly as gripping and substantial this time around. When it comes to gameplay tweaks, Nemesis isn't as big a jump over RE2 as that game was over the original. It just feels more like a **side story** than a true sequel. Nevertheless, Nemesis is still a heck of a lot of fun to play, and it delivers more than enough thrills and chills. In fact, this is easily the most intense RE game yet. Set throughout sprawling Raccoon City instead of a central location, Nemesis has you sprinting through streets so crammed with zombies that frequent gang-munchings are unavoidable. Despite the addition of a dodge feature (which is actually pretty tricky to use), RE newbies'll have a tough time with the game's default difficulty level. Fear not—the easier setting is a cakewalk. When I beat Nemesis (it took about 15 hours my first time through), I felt a little let down by the entire experience. The story—crafted by Capcom staff instead of Flagship, the company that created RE's scenario—didn't add enough to the RE mythos. Characters seem almost underdeveloped. I craved bombshell revelations about Umbrella and its conspiracy. Instead, I just got a lot more zombies and some nifty new critters to shoot. **Crispin**

**Publisher:** Capcom  
**Developer:** Capcom  
**Featured In:** EGM #122  
**Players:** 1  
**Supports:** Dual Shock  
**Best Feature:** Just as creepy as REs and a  
**Worst Feature:** The story's kinda weak  
**Web Site:** www.capcom.com



**Like the cinemas in RE2? Good, because RE3's flicks are even better. Heck, they're nearly on par with the FMV in FFXIII.**

**N**emesis may not pack innovations as impressive as RE2's two-character, two-CD "Zapping System," but the tweaks here are still pretty cool. Actually, this game's little extras encourage replay more than past RE titles ever did. For starters, you'll hit branching points throughout the game that force you to choose a course of action. Your decision can lead you to a better weapon or a roomful of zombies—or it can even alter the flow of the story. Characters you met in one part of the city may show up in another neighborhood the second time you play the game. But the real kicker comes at the finale. Each time you play through, you'll open one of eight epilogue screens. Although nothing special to look at, these screens actually add more to the overall RE story line than the entire plot of Nemesis. Most of these epilogues, in fact, serve as a bridge between this

game and the upcoming Code Veronica. The mercenary mini-game you open when you beat Nemesis is the series' best bonus game yet. Without giving too much away, we'll say it rewards you with weapons and abilities you can use in the regular game. Other gameplay tweaks are minimal but convenient. You already know about the sometimes-70 works, sometimes-it-don't-dodge feature. You can also perform a handy quick-turnaround move. The map screen is now much more detailed, as well. We were disappointed not to see any interaction with Leon and Claire from RE2. After all, Nemesis is set roughly during the same time period. We'd hoped to at least spy RE2 characters battling zombies in the background, but it just never happened. Still, Nemesis scores big-time brownie points for one of its locations. Finally, we got to see just how creepy a Raccoon City graveyard can get. And let's just say there's more than zombies withing beneath that rotten soil.



Capcom should've kept Nemesis as a side story. While RE3 is perhaps the most visually stunning entry in the series yet, I kept wishing there was more of it. Doo Crisis has also really spoiled me on real-time environments. It's strange to get attacked and knocked into the next "scene." Capcom has stretched the PlayStation 2 limits, and playing RE3 just makes me wonder what they're going to be capable of on next-generation platforms. **Chris**

On one hand, Nemesis is a beautifully crafted example of its genre with excellent presentation and wonderful set-pieces that'll make you jump. On the other hand it's a collection of lost opportunities. There are no Back to the Future-style cross-over scenes with RE2, and the story line is pretty schlock-horror sci-fi at best. There's a bad guy after you, and, er...that's it. Still, it has plenty of replay value and more action than in previous games. **John**

Resident Evil 3 was gripping from beginning to end. It has better balance than RE2 between action and puzzle, of which I always prefer the action side. There's no shortage of zombies to mow down...and Capcom supplies you with plenty of heavy arms to get the job done. The wide variety of monsters and, of course, the over-the-top Nemesis makes this RE a truly frightening experience. Still, I'm waiting for Code Veronica and a true 3D environment. **Chris**

VISUALS	SOUND	INGENUITY	REPLAY
9	8	7	8





Sega Dreamcast

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## Bass Landing



**Publisher:** AgeTec  
**Developer:** ASCII Corporation  
**Featured In:** EGM #122  
**Players:** 1  
**Supports:** Dual Shock, Analog, "Turfi-Con"  
**Best Feature:** Like real fishing  
**Worst Feature:** Boring, like real fishing  
**Web Site:** www.agetec.com



If you're looking for the best way to master the world of fishing without getting your trousers wet, search no more. **Bass Landing is the most in-depth fishing game to appear on a console.** Almost anything imaginable can be customized, from water temperature to time of the day (and even year). Be forewarned, this is not for the casual type who wants a quick fishing fix—many hours will be spent learning how to fish properly. When used with the "Turfi-Con" rod, Bass Landing is the ultimate fishing simulator.

VISUALS	SOUND	INGENUITY	REPLAY
7	5	8	7

## Big Ol' Bass



**Publisher:** Koreani  
**Developer:** KCE Nagoya  
**Featured In:** N/A  
**Players:** 1  
**Supports:** Dual Shock, "Turfi-Con"  
**Best Feature:** Graphics, controls  
**Worst Feature:** Absolutely needs Dual Shock  
**Web Site:** www.koreani.com



After sitting on our big ol' asses with Big Ol' Bass (fisherman's best 2), we can say it's a terrific fishing game for the PlayStation. Sure, maybe it's a little less sim-like than Bass Landing, but it's FUN—doesn't that count for anything in a video game? The wide variety of fishing locales, baits and marine life is nice, but the **best part about Big Ol' Bass is the almost arcade-like pacing of the gameplay.** One thing though, you may not have a fishing rod controller for this game, but you most definitely need a Dual Shock to feel the bite.

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	8

## Gallop Racer



**Publisher:** Tecmo  
**Developer:** Tecmo  
**Featured In:** EGM #123  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Present graphics  
**Worst Feature:** Stupidously niche subject matter  
**Web Site:** www.tecmo.com



Shawn says that he quite likes this. He's possibly alone on the team in that respect—but he does exemplify the nature of Gallop Racer quite effectively. It's not for everyone...but it's very good at what it does. **In terms of depth, this thing is like the Mariana Trench.** At its heart it's a management game, and the simple "sector" part of the game is less consequential than the careful choice and breeding of your horses. As both John and Crispin have daily commented, you have to be really into horses and horse racing to appreciate this. Very niche...but good.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	8	8

## Bass Rise



**Large Mouth Bass**  
 Length 21.4 inch Weight  
**Publisher:** Bandai  
**Developer:** Bandai  
**Featured In:** N/A  
**Players:** 1-4  
**Supports:** Dual Shock, Analog  
**Best Feature:** Easy to get into  
**Worst Feature:** Low variety of fish  
**Web Site:** www.bandai.com



Bandai's Bass Rise is another game vying for the title of best PlayStation fishing game. The arcade-like gameplay is aimed more toward the casual gamer, as it is very easy to pick up and play. The environments are very nice—the surrounding scenery is reflected off the water's surface and the occasional family of ducks swims by. The background noise is also serene, the chirping birds and water splashes lend to the atmosphere. The underwater graphics, however, suffer some polygon clipping and draw-in. **Good, but not great.**

VISUALS	SOUND	INGENUITY	REPLAY
6	7	6	6

## Dune 2000



**Publisher:** Westwood Studios  
**Developer:** Westwood Studios  
**Featured In:** EGM #122  
**Players:** 1-2 (Link)  
**Supports:** Link cable, Mouse  
**Best Feature:** Three sides to play link games  
**Worst Feature:** It's not that innovative  
**Web Site:** www.westwood.com



If you're craving more real-time strategy action after beating the various Command & Conquer, Dune 2000 should take care of you. Westwood didn't take any shortcuts here, which is surprising since this isn't a high-profile title. The new 3D graphics are nice (although tall buildings tend to obscure things), and the redesigned interface keeps base building a smooth operation. **Westwood even kept support for these peripherals no one seems to have.** Shawn, Cle and Shoe all took turns enjoying two-player link cable battles (and the occasional co-op game).

VISUALS	SOUND	INGENUITY	REPLAY
7	7	7	7

## Juggernaut



The sun in front of me looks as if it were a bag filled with blood.  
**Publisher:** Jaleco  
**Developer:** WJR/Teknichouse  
**Featured In:** EGM #121  
**Players:** 1  
**Supports:** Nothing  
**Best Feature:** Atmosphere, story, puzzle  
**Worst Feature:** Moving around can feel clunky  
**Web Site:** www.jaleco.com



We've been waiting to play an English version of Juggernaut ever since Jaleco first demoed it at EGM. It's a massive three-CD excursion into the macabre depths of the supernatural. It's also an old-school adventure in the purest sense; every location is a beautifully pre-rendered scene that plays an important part of some overall twisted puzzle. Moving from one place to another will bring up more pre-rendered animation (more 3D Giger than West, basically). **Juggernaut is a different kind of adventure that, hopefully, will get the attention it deserves.**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	7	4

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## NASCAR 2000



**Publisher:** Electronic Arts  
**Developer:** Stormfront Studios  
**Featured In:** EGM #39  
**Players:** 1-8  
**Supports:** Dual Shock  
**Best Feature:** Create-a-Driver  
**Worst Feature:** Very tough at times  
**Web Site:** www.ea.com



NASCAR 2000 features a load of new, crowd-pleasing features. Hires car models, reworked vehicle physics and **lighter AI elevate the game to a three-year high in terms of playability and fun appeal.** The vehicles react to speeds in very realistic ways—subtle body-sway in the corners, over and under-steer, etc. It's all very "sim-like." Create-a-driver, fantasy road courses and more historic drivers pump up the file in all the right places. Keep in mind, however, this is a meticulous racer aimed at hardcore NASCAR and simulation fans alike.

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8

## Pong



**Publisher:** Hasbro Interactive  
**Developer:** Supersonic  
**Featured In:** EGM #38  
**Players:** 1-4  
**Supports:** Dual Shock  
**Best Feature:** Classic gameplay  
**Worst Feature:** Needless fills  
**Web Site:** www.hasbrointeractive.com



There's a very good argument that begins with the word "why?" and then pretty much ends there. Sure, this captures the spirit and gameplay of the ancient classic, but do we really need it? "It's the kind of game my mom and dad would buy," confesses Johnny England. Enigma hit the nail on the head though, "Why would you want to play anything other than multiplayer? The compiler's not worth playing." The "new" fills and gameplay elements don't really add much to the experience and the whole "3D" moving camera thing is totally unnecessary.

VISUALS	SOUND	INGENUITY	REPLAY
5	5	2	6

## Ready 2 Rumble



**Publisher:** Midway  
**Developer:** Point of View, Inc.  
**Featured In:** EGM #30  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Cool cast of fighters  
**Worst Feature:** Crappy AI  
**Web Site:** www.midway.com



We all agree Ready 2 Rumble is very easy to enjoy thanks to its arcade style and wacky cast of characters (some new to this version by the way). But **underneath this approachable exterior is a game with some problems.** The main (and most unforgivable) problem is the AI. Even on the harder difficulty settings, most of us were able to beat character after character with the same combination—the AI just didn't catch on. Sure, fights get trickier later on, but by then your stats will be built up enough it won't matter. This makes the game repetitive after time.

VISUALS	SOUND	INGENUITY	REPLAY
7	6	5	6

## No Fear Down Hill Mountain Bike Racing



**Publisher:** Codemasters  
**Developer:** UDS  
**Featured In:** EGM #34  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Upgradeable bikes  
**Worst Feature:** Sluggish control  
**Web Site:** www.codemasters.com



Straight off the ESPRiX programming schedule comes No Fear Down Hill Mountain Biking from Codemasters. Another extreme sports turned video game. But before you mountain bikers get all excited (and we can't imagine there are many of you), the **PlayStation's first mountain bike title is a disappointment**, marred by a low frame-rate in both 1P and 2P modes (the 2P mode even has significant judder-boxing) and sluggish control. No Fear has its good points, like upgrading your bike and a large number of tracks, but that can't save it from mediocrity.

VISUALS	SOUND	INGENUITY	REPLAY
4	3	5	4

## Rat Attack



**Publisher:** Mindscape  
**Developer:** Pure Entertainment  
**Featured In:** EGM #38  
**Players:** 1-4  
**Supports:** Multi-tap, Dual Shock  
**Best Feature:** Old-school gameplay  
**Worst Feature:** Odd perspective and camera  
**Web Site:** www.mindscape.com



Rat Attack has the old school gameplay, but the graphics (which move at 60 frames per second) get in the way of the action. Sometimes you can't tell exactly where you are in relation to the rats or other obstacles and if you hit them, you drop all those you trapped. And though it looks like it'd be more targeted toward kids, this game is really difficult. If only there was a way to lock the camera in to place in a top-view instead of a 3/4 perspective, it would be a lot more enjoyable. **An action puzzle game, it's a very middle-of-the-road.**

VISUALS	SOUND	INGENUITY	REPLAY
8	7	5	4

## Shadow Tower



**Publisher:** Agatec  
**Developer:** From Software  
**Featured In:** EGM #39  
**Players:** 1-2  
**Supports:** Dual Shock  
**Best Feature:** Two-player deathmatch  
**Worst Feature:** Leading times...for menus?  
**Web Site:** www.agatec.com



There aren't many positive things to be said about Shadow Tower. There are lengthy loading times (even at the menus) and several glitches when entering different sections (the game will freeze momentarily). Your character is incapable of running or moving quickly, and in order to attack an enemy, you must slowly angle your view, leaving yourself vulnerable to attack. Other problems include polygon tearing on the floors and the complete lack of music. Shadow Tower is a decent concept with awful execution. We recommend you avoid this one.

VISUALS	SOUND	INGENUITY	REPLAY
2	2	4	2

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## SuperCross Circuit



**Publisher:** 98y Sports  
**Developer:** Idol Minds  
**Featured In:** EGM #122  
**Players:** 1-2  
**Supports:** Analog  
**Best Feature:** Two-player  
**Worst Feature:** Speed burst is weak  
**Web Site:** www.98ysports.com



SuperCross Circuit is the motocross equivalent of Rally Cross 2 (it's by the same guys—Idol Minds). The game is full of real riders, bikes, and tracks—98y scored big with the licenses. **Gameplay and AI are the real stars of the show, however.** Races tend to be close affairs with plenty of thrilling last-second passes and hardcore bunting. Banging bikes and catching massive air are mainstays of the game. On the downside, the high speeds and squirrely bikes take a bit to get used to. Once you master that, it's fine. Oh yeah, two-player is also really good.

VISUALS	SOUND	INGENUITY	REPLAY
7	5	5	6

## Vegas Games 2000



**Publisher:** 3DO  
**Developer:** 3DO  
**Featured In:** N/A  
**Players:** 1-4  
**Supports:** Dual Shock  
**Best Feature:** Five types of poker  
**Worst Feature:** No keno?  
**Web Site:** www.3do.com



Vegas Games 2000 is a thoroughly average casino title with all the glitz and glamour of a trip to the local coin laundromat. **Call us crazy, but gambling with imaginary money is about as exciting as playing strip poker all by yourself,** particularly when there are no hidden high-stakes rooms or other secrets to discover. You do get 25 games, including five types of poker; however, we would gladly sacrifice five blackjack and all five slot machines for interactive tutorials that teach you the nuances of Texas Hold 'Em or Craps.

VISUALS	SOUND	INGENUITY	REPLAY
4	3	2	6

## Antz



**Publisher:** Infogrames/Dreamworks  
**Developer:** CLCE & Planet  
**Featured In:** EGM #122  
**Players:** 1  
**Supports:** Built-in rumble  
**Best Feature:** Large levels  
**Worst Feature:** Loose control  
**Web Site:** www.infogames.com



Even if one can get past the somewhat floaty control of the main character, Antz is still a pretty average platformer; something the Game Boy has no shortage of. The levels are large, and each has a different task to complete so the gameplay doesn't grow stale, but **there's not much that sets it apart from other platformers.** The floaty control will lead to some cheap hits and frustration, especially since you're only allowed one continue. There are worse platformers available, but Antz is nothing spectacular.

VISUALS	SOUND	INGENUITY	REPLAY
5	6	6	5

## Ballistic



**Publisher:** Infogrames  
**Developer:** Mitchell Corporation  
**Featured In:** EGM #124  
**Players:** 1-2  
**Supports:** Link cable  
**Best Feature:** It's a simple little game  
**Worst Feature:** A little too simple, perhaps?  
**Web Site:** www.infogames.net



This is practically the same game as its PS counterpart, so read those reviews for more feedback. The biggest difference (besides the looks) is the Checkmate Mode. Shoe loves this way of doing a stage-by-stage puzzle game way more than the PS version's Stage Mode (because you have only so many moves to clear a level, which is more challenging and fun in Shoe's eyes). Dean likes this version better too because Ballistic is such a no-frills package that it's not worth paying an extra \$10 for the PS CD—the GBC format is ideal for this simple game.

VISUALS	SOUND	INGENUITY	REPLAY
5	6	6	7

## Billy Bob's Huntin' and Fishin'



**Publisher:** Midway  
**Developer:** Saffire  
**Featured In:** N/A  
**Players:** 1  
**Supports:** N/A  
**Best Feature:** The southern stereotypes  
**Worst Feature:** Very little skill required  
**Web Site:** www.midway.com



With the recent bumper crop of fishing and hunting games, Midway has taken it upon themselves to parody this "hate 'em or love 'em" genre. Unfortunately, the novelty factor would be the only reason to pick up this game. There is little skill involved: Huntin' is simply a matter of moving the D-pad quickly, and catching a fish requires little more than holding down the reel button. While we recognize that it may be fun to mock southern culture (even though some of our staff are from the good 'ol south), **Billy Bob just isn't worth the effort.**

VISUALS	SOUND	INGENUITY	REPLAY
4	3	2	3

## Chase H.Q.



**Publisher:** Metro 3D  
**Developer:** Tello/Gaga Communications  
**Featured In:** EGM #120  
**Players:** 1-2  
**Supports:** Link cable  
**Best Feature:** Combines driving and shooting  
**Worst Feature:** Repetitive  
**Web Site:** www.metro3d.com



Chase H.Q. is like a ghost, a video game imprint that just won't fade away. Tello's milked this game nearly 30 years now, and this latest version is the same as it ever was. As a superlute, you've got to run down criminals in your stylish sports car by either ramming them or shooting them. One cool feature that's been added is a real-time "city map" that allows you to coordinate three different police characters to catch a multitude of bad guys. Unfortunately, both the driving game and the shooting game are extremely shallow and simplistic. Not much longevity here.

VISUALS	SOUND	INGENUITY	REPLAY
6	5	5	5

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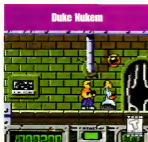


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## Duke Nukem

**Publisher:** GT Interactive  
**Developer:** 3D Realms  
**Featured in:** N/A  
**Players:** 1  
**Supports:** N/A  
**Best Feature:** Interesting level design  
**Worst Feature:** A little too easy  
**Web Site:** [www.gtinteractive.com](http://www.gtinteractive.com)



One of the more recognizable video game characters of the '90s makes his Game Boy debut with this surprisingly pleasant side-scrolling platformer. The premise is silly and heavily clichéd (Duke is abducted by aliens who want to use his brain for... surprise, universal domination), but **all in all, the game is easy to pick up and play.** Its biggest downfall may be that it's not very difficult. Duke can withstand a large amount of damage and enemy AI is nothing to be feared, if it's at all possible to "dummy down" Duke Nukem, this GBC version has done it.

VISUALS	SOUND	INGENUITY	REPLAY
7	5	6	6



## Ms. Pac-Man Special

**Publisher:** Namco  
**Developer:** Namco  
**Featured in:** N/A  
**Players:** 1-2  
**Supports:** N/A  
**Best Feature:** A complete bonus game...  
**Worst Feature:** ...[not so] Super Pac-Man  
**Web Site:** [www.namco.com](http://www.namco.com)



It's Ms. Pac-Man all right, but what's so "special" about it, other than the fact that it's in color and it's portable? Visually, the game is accurate down to the bow on Ms. Pac-Man's (or is it Ms. Pac-Person's?) head; however, the control isn't as tight as it should be. **At least you don't mysteriously pass through some blinking ghosts, as you occasionally did in Pac-Man Special Color Edition.** On the plus side, the cartridge does include a bonus game, Super Pac-Man; however, as most gamers will recall, this probably was the lamest game in the series.

VISUALS	SOUND	INGENUITY	REPLAY
6	4	2	7



## Mario Golf

**Publisher:** Nintendo  
**Developer:** Camelot  
**Featured in:** EGM #30  
**Players:** 1-2 (Link)  
**Supports:** Transfer Pak (maybe)  
**Best Feature:** Golf physics  
**Worst Feature:** Tall grass  
**Web Site:** [www.nintendo.com](http://www.nintendo.com)



Even though the Transfer Pak won't be out until next year (meaning you won't be able to put your Game Boy golfers into N64, Mario Golf until then), **Mario Golf GBC is still a really good title.** Besides rock-solid physics and top-notch gameplay (on par with its N64 cousin), the RPG elements are enough to push it into the "must-buy" category. Most of the adventuring involves golf challenges for points and info gathering for the big matches. Two-player link is as blast as are all the regular modes. Golf fan or not, go get this competent game.

VISUALS	SOUND	INGENUITY	REPLAY
8	8	8	8



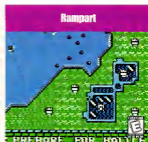
## Rampage: Universal Tour

**Publisher:** Midway  
**Developer:** Digital Eclipse  
**Featured in:** N/A  
**Players:** 1-2  
**Supports:** Link Cable  
**Best Feature:** Lots of levels...  
**Worst Feature:** ...but it's extremely repetitive  
**Web Site:** [www.midway.com](http://www.midway.com)



Another example of a franchise I'd describe not of renovation, **if you've ever played any version of Rampage, you know what to expect.** The option of choosing three different characters is nice, especially since each character has different attributes. But repetitive music and spotty hit detection plague this title. Adding to the overall monotony is the lack of varied buildings or backdrops. And let's face it, the Rampage gameplay mechanic is dated. It was fun back in '86, sure. Check it out only if you really need to have a portable version of Rampage.

VISUALS	SOUND	INGENUITY	REPLAY
4	3	2	4



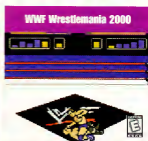
## Rampart

**Publisher:** Midway  
**Developer:** Digital Eclipse  
**Featured in:** N/A  
**Players:** 1-2  
**Supports:** Link Cable  
**Best Feature:** Unlikeable warfare  
**Worst Feature:** Somewhat plain  
**Web Site:** [www.midway.com](http://www.midway.com)



For those of you who don't know what Rampart is about, here's a brief description: You must defend your castle from an advancing armada, strategically placing cannons inside your castle walls and rebuilding after every round. **This is just a barebones version of Rampart, except that it supports the link cable.** The GBC color palette is used nicely, and there's even speech from an announcer after every round. Rampart GBC does justice to the arcade original and can be fun for a while, but there's not much lasting power.

VISUALS	SOUND	INGENUITY	REPLAY
4	5	6	4



## WWF Wrestlemania 2000

**Publisher:** THQ  
**Developer:** Natsume  
**Featured in:** EGM #33  
**Players:** 1-2  
**Supports:** Link Cable  
**Best Feature:** Does its best to capture TV feel  
**Worst Feature:** Control  
**Web Site:** [www.thq.com](http://www.thq.com)



The crew's opinions on this game are as scattered as Jesse Ventura's two front teeth. Shoe thinks it looks good (and, with its digitized pics and animated ring entrance, this is the best-looking Game Boy wrestling game). Shawn thinks you need two players to enjoy it; John Davison says control seems arbitrary; he couldn't figure out why a move sometimes worked, sometimes didn't. We all agree the game tries its best to compete with the big boys. It delivers plenty of options and play modes (including Gauntlet and cage match). **It's simple—if forgettable—fun.**

VISUALS	SOUND	INGENUITY	REPLAY
7	5	3	6

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Sega Dreamcast



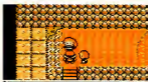
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# Pokémon Yellow



**Publisher:** Nintendo  
**Developer:** Nintendo  
**Featured In:** EGM #122  
**Plays:** 2-2  
**Support:** Link Cable, Game Boy Printer  
**Best Feature:** It's Pokémon, again  
**Worst Feature:** It's Pokémon, again  
**Web Site:** www.nintendo.com



Surrender now, or prepare to fight!

**Prepare for trouble, and make it double! Jesse and James, the Team Rocket members in the show, show up during the game.**

doesn't happen quite like it does in the show; Jesse and James from Team Rocket show up to taunt and attack you; you can pick up the three main Pokémon (Squirtle, Charmander and Bulbasaur) easily along the way; there are two new Colosseums you can battle in against a friend; Pokémon are drawn slightly differently than in Red and Blue; and there's a surfing Pikachu mini-game that opens up when you use Yellow with Pokémon Stadium. Pikachu also talks to you in a neat (if a bit distorted) voice in variations on "Pikachu!" Is that worth the extra cash to play the same game over? For the hardcore Pokémon fan, the answer will likely be yes—and Nintendo will go on to make millions more off of the franchise. For those who have never set foot on a Pokémon adventure of their own, Pokémon Yellow is definitely the way to do it. While Red and Blue are great games, Yellow's enhancements make the easy choice for the beginning Pokémon player.

Ever since Pokémon debuted in the U.S. on the Game Boy a year ago, it's been a mega-hit for Nintendo. The concept is this: When kids are 10 years old, they're eligible to start on a career as a Pokémon trainer (breaking all kinds of child labor laws). You want to become the greatest trainer ever, so you scour the land, catching and training your own monsters, defeating gym leaders and felling Team Rocket to get into the famed Pokémon league. So what's different in this new version of the game? Not much. The core game is still Pokémon—this is not a sequel. If you've played through either the Red or Blue versions of Pokémon, you've been there, done that. What is new? Support for the Game Boy printer—you can print out data on your favorite monsters; Pikachu from the beginning—just like the TV show, you have Pikachu from the very beginning, even though it



In Pokémon Yellow, like the TV series, Pikachu follows right behind you—outside of his Pokéball. You can turn to him and see how he's doing. Usually he'll be very happy and will give you a hearty, "Pika!!"



Never played Pokémon? Where have you been for the past year? The extra enhancements make this the best version of Pokémon on the market. Problem is, the game's a few old (but if you're counting from the original Japanese release) and while the enhancements play more into the TV/manga series, it's still the same. There are a lot of things that could've been added to make this more of a "special edition." The biggest disappointment for me was that Nintendo didn't colorize the game completely to make use of the Game Boy Color. The addition of Pikachu from the beginning is nice, because everybody loves Pikachu and if you're like me, you couldn't find him right away in Red and Blue. And the new colosseums are an added bonus for those who like to battle a lot with friends. Graphically it's exactly the same as the versions released a year ago but with new illustrations for each Pokémon. Sound-wise, the tunes are still going to stick in your head, and they're no different (no Team Rocket theme?). One thing that still bothers me about Pokémon is that the translation is a little unclear about certain things, such as when you can use certain abilities, etc. I do hope that this is the last version of the original game we see in the States, because anything more and it'll get ridiculous. Bring on Gold and Silver!

**Chris**

Don't get me wrong—I love Pokémon. I played the Blue version to death when it came out last year, and I still battle fellow Pokémoners regularly. But I never liked the game so much that I want to play it again. That's pretty much what Pokémon Yellow has you doing. The basic story is unchanged. I couldn't care less about Pikachu's expanded role with the new characters from the TV show. I already collected all these monsters. I want something new.

**Cris**

At first I thought, OK, I'll play Pokémon Yellow until I've caught a Mankey and evolved him into Primeape. But by that point, I was hopelessly addicted. Having never played Red or Blue, I found Yellow to be an engaging, if somewhat random and bizarre little RPG. I mean, that is what Pokémon is in the end, right? An RPG. I know Yellow doesn't have much new, other than those Pikachu mini-games; but if you're a newbie, make this your first.

**Che**

I know scores of you little obsessed Pokémonneries are going to buy this game regardless, but just know that this has hardly anything new worth paying cash for. But if you haven't discovered Pokémon yet, this is the cart to get (over Red and Blue). Collecting the 10 pocket monsters can get really addicting—even for this reviewer who refuses to get caught up in the hype. Just remember: this is for virgin trainers only. Veterans should wait for a true sequel.

**Shoe**

VISUALS SOUND INGENUITY REPLAY

7 7 4 7

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# Review Archive

## EGM's Last 100 Reviews From EGM #121 - 124

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
<b>Dreamcast</b>					
AeroWings	Crave	Intense Realism	Frustrating Advanced Maneuvers	6.0	123
Airforce Delta	Konami	Cool Replays	Generic Gameplay	6.0 5.0 6.0 5.5	123
Blue Stinger	Acclaim	Wicked-Looking Monsters	Horrendous Camera Angles	4.5 4.0 4.0 4.5	123
Dynemite Cop	Sega	Arcade Perfect	Short, Easy And Dull	3.5 7.0 6.5 4.5	104
Expensible	Infogrames	Awesome Graphics	Can't See Your Guy Amidst The Chaos	7.5	123
Flag To Flag	Sega	Loads Of Real Tracks And Drivers	Too Easy	6.0	123
Hydro Thunder	Midway	As Close To The Arcade...	Slowdowns In Two-Player Mode	7.5 8.0 7.5 7.0	123
Marvel vs. Capcom	Capcom	The Four-Player Crossover Mode	Impossible To Play On Standard Pad	8.0 8.0 8.0 7.5	123
Maniac Grand Prix	Libi Soft	Awesome Control	No Real-World Drivers Or Teams	8.0	123
Mortal Kombat Gold	Midway	Crisp Visuals	Self Selection	4.5	123
NFL 2K	Sega	Realistic Graphics	Play Selection Menu	8.0 8.0 7.0 9.0	123
NFL Blitz 2000	Midway	Incredibly Fun	AI Can Be Dumb Sometimes	9.0 8.0 9.0 8.5	124
Pen Pen Trillion	Infogrames	Great Graphics, Fun Multiplayer	Not Enough Tracks	5.5	123
Power Stone	Capcom	Simple, Arcadey Gameplay	Too Much Jumpy Jump	8.0 6.5 7.5 8.0	123
Ready 2 Rumble	Midway	Facial Graphics and Animation	Unbalanced Championship Mode	9.0 9.0 8.0 9.0	123
Sega Bass Fishing	Sega	Get 'Y'self Some Fish' In 'Y'sin Room	It's Ducky Beaten	7.5	123
Sonic Adventure	Sega	Great Graphics And Gameplay	Camera Problems, A Bit Glitchy	9.5 9.0 9.5 8.5	123
Soul Calibur	Namco	Graphics, Controls, Extras	No Rendered Intro Or Ending	10 10 10 10	123
Speed Devils	Libi Soft	Gambling	Gets REALLY Tough	7.5 6.5 6.5 8.0	123
THX Motorsports Hardcore Heat	ASC	Good Graphics And Tracks	Bad Control, Slow	3.5 4.5 4.0 4.0	123
Tokyo Street Racer	Crave	Smooth-As-Franchise Race	Stop-Start Racing Is Annoying	7.0	123
TrackStyle	Acclaim	Graphics	Short Courses	8.0 6.5 6.0 6.0	124
Virtua Fighter 3tb	Sega	WF3 Gameplay Fully Intact	Graphics Are Sub-Model 3 Quality	8.0 7.5 8.5 8.0	124
<b>Nintendo 64</b>					
All-Star Tennis '99	Ubisoft	Short Skirts On Three Ladies	Tough To Aim The Ball	5.0 5.5 5.5 5.5	121
BattleTanic: Global Domination	3DO	Two-Player Go-Op For Mass Game	Frustrating Escort Missions	8.0 6.5 6.0 8.0	126
Command & Conquer	Nintendo	New Graphics	Old Gameplay For RTS Veterans	6.5 7.0 8.5 8.5	122
Destruction Derby 64	THQ	Four-Player Capture-The-Flag	Choppy Frame-Rate	4.0 5.0 5.0 6.5	104
Duke Hales: Zero Hour	GT Interactive	Huge Levels	No Checkpoints Within Levels	5.5 5.0 3.0 6.5	122
Gauntlet Legends	Midway	Being Able To Save	Repetitious Gameplay	6.0	123
Gez 3: Deep Cover Gecko	Crave	Exclusive Wii-Only Levels	Awkward Camera	6.0	123
Hot Wheels Turbo Racing	Electronic Arts	Selection Of Classic Hot Wheels	Track Environments	7.5 8.5 6.5 7.0	124
In-Fisherman Bass Hunter 64	Rockstar	It's Quite Relaxing	Can You Handle The Pace?	5.0	122
Jet Force Gemini	Nintendo	Huge Levels, Fun To Play	Learning Curve On The Control	8.5 7.5 8.0 7.0	124
Madden NFL 2000	Electronic Arts	Great Gameplay	Umm... Nothing Worth Mentioning	8.5	123
Mario Golf	Nintendo	Great Golf Physics	Aiming System Is Confusing	9.0 8.5 7.5 7.5	122
Morider: Track Madness 64	Rockstar	Nice Graphics	Some Tracks Are Tough To Control	5.0 6.5 6.0 6.5	122
NFL Blitz 2000	Midway	Gameplay	Slowdown In Multiplayer	7.5 8.0 8.5 7.5	122
NFL Quarterback Club 2000	Acclaim	Good Replays	Jerky Frame-Rate	3.0 2.0 2.0 3.0	124
Pokémon Snap	Nintendo	Watching Pokémon Reactions	A Little Short, Not All 150 Are In	8.5 8.0 8.5 8.0	122
Rayman 2 The Great Escape	Ubisoft	Lush Graphics, Tight Control	Music Could Be Better	9.0 9.0 9.0 9.0	124
Re-Volt Racing	Acclaim	Track Editor	Annoying Tracks, Obstacles	6.0 6.0 6.0 4.5	123
Road Rash 64	THQ	Cool Combat	Simple Graphics	4.5 4.5 2.5 5.5	104
Shadow Man	Acclaim	Horrifying Levels, Graphics	Confusing Level Design	9.0 8.0 7.0 8.0	123
Starshot Space Circus Fever	Infogrames	300+ Characters	A Truly Relaxed Camera	3.0	123
The New Tetris	Nintendo	Swapping Out Pieces	Nothing Else Is Original	7.0 7.0 8.0 8.0	122
Tonic Trouble	Libi Soft	Solid Level Design and Gameplay	Just A Lil' Too Dumb	7.0 4.5 6.5 6.5	122
Unback: Covert Operations	Koei	Doing Covert Operations	Camera	8.5 8.0 8.0 8.0	124
WWF Attitude	Acclaim	Customizable Everything!	Poor Collision Detection	8.0 8.5 8.5 8.0	123
<b>PlayStation</b>					
Championship Motocross	THQ	Realistic Physics	Gets A Little Boring	6.0	123

Game	Publisher	Best Feature	Worst Feature	Scores	Issue #
Chessmaster II	Mindscape	Extremely Customizable	No Analog Support	7.5	122
Demolition Racer	Infogrames	Speedy Frame-Rate	Shallow Gameplay	6.0 6.5 7.0 7.5	124
■ Dino Crisis	Capcom	Cool 3D Graphics	Load Times	7.5 8.0 8.0 9.0	123
■ Driver	GT Interactive	Great '70s Cop Show Car Chases	Read Bad Slowdown	8.5 8.5 8.0 8.5	122
Evil Zone	Titus	Action-Style Fights, Great Art	Poor Translation Of A Great Game	5.5 4.5 7.0 4.0	122
● Final Fantasy VIII	Square Electronic Arts	The Characters, FMV, Plot	The Games Will Eventually End	9.5 9.5 9.5 9.5	123
● Final Fantasy Anthology	Square Electronic Arts	Finally...Final Fantasy VIII	No Final Fantasy IV (U.S. #)	9.5 9.5 9.5 9.5	124
G-Police: Weapons of Justice	Pygmalion	Thankfully, It's Easier	Still Has Horrible Draw-In	7.0 7.0 5.0 7.5	123
Hot Wheels Turbo Racing	Electronic Arts	Cool Cars	Fantasy Environments	7.5	124
Jade Cocoon	Conve	Character Design, Story	Lacks Personality	6.5 7.0 5.5 6.0	122
Jet Moto 3	989 Studios	Speed (In Some Instances)	Overall Slowness	4.0 4.0 6.0 4.5	124
Konami Arcade Classics	Konami	Time Pilot	Circus Charlie	7.5 7.5 7.0 7.0	122
■ Legacy of Kain: Soul Reaver	Edios	It's Eloquent	Sometimes A Bit Tomb Raider-y	9.0 9.0 9.0 8.0	123
■ Madden NFL 2000	Electronic Arts	The Running Game	"Maddensims"	9.5 8.5 8.0 9.0	123
Metal Gear Solid VR Missions	Konami	The Puzzle-Oriented Missions	A Lot Of Boring Shooting Missions	7.0 8.0 7.5 8.0	123
NCAA Football 2000	Electronic Arts	Great Replay Value	A Few Quirks In The AI	8.5 8.0 7.0 7.5	123
NCAA GameBreaker 2000	989 Sports	Interceptions	Chop Back-Field Hits	7.0 8.0 7.5 7.0	123
NFL GameDay 2000	989 Sports	Arcade Gameplay	Players Appear To Be Sliding On Ice	7.5 8.5 6.5 8.0	123
NFL Xtreme 2	989 Sports	Graphics	Awkward Animation	4.0 2.5 3.0 3.5	122
■ NFL Blitz 2000	Midway	Speedy Frame-Rate	The Cowboys	8.5 8.0 9.0 8.5	122
■ NHL 2000	Electronic Arts	Hit Hit Button	Fighting	9.0 9.0 9.0 8.0	124
■ NHL FaceOff 2000	989 Sports	Fast Gameplay, Great Atmosphere	Too Easy On Rookie And Veteran	9.0 8.5 8.5 8.5	124
■ Omega Boost	SCEA	Graphics, Frame-Rate	Too Short	9.0 9.0 9.0 8.5	123
Pac-Man World 20th Anniversary	Namco	Multiple Play Modes	A Bit Repetitive	7.0	123
RC Street Racer	Titus	Cheaper Than A Real RC Copier...	...Just Almost As Frustrating To Fly	7.0 8.0 7.5 7.0	123
Re-Volt Racing	Acclaim	Track Editor	Poor Frame-Rate	4.0	124
Rising Zen	Agetec	Weird, Weird, Weird, Weird	Obstructive Camera System	7.0 8.0 7.5 7.0	122
■ Sled Storm	Electronic Arts	Fast, Smooth And Lots Of Options	Running Over Bunny Rabbits	9.0 8.0 9.0 9.0	122
Soul Of The Samurai	Konami	Interesting Story	Controls	6.5 4.5 4.5 6.5	122
Star Wars (Episode I: Phantom Menace)	LucasArts	Fantastic Sound	Top-down View Is Obstructive	6.0 5.5 5.5 5.5	124
Satanic II	Konami	100 Characters	Can't Move Diagonally	7.0	124
Tail Concerto	Atari	Imaginative Environments	Mindless	6.0	124
Tarzan	SCEA	Incredible Graphics	Childish Gameplay	6.5 6.5 5.5 6.5	122
Test Drive Off-Road 3	Infogrames	Licensed Vehicles	Sloppy Vehicle Control	6.0 7.0 6.0 6.0	124
Thousand Arms	Atari	Going On Gates	Combat Is Tedious And Pleasant	7.0 7.5 7.0 6.5	124
Tiny Toon	SCEA	A Few Interesting Levels	Provides Nothing Interesting	4.5 3.5 5.5 6.5	122
■ Tony Hawk's Pro Skater	Activision	The Flexible Combo Systems	Level Design Is Hit-Or-Miss	9.0 9.0 8.0 7.5	124
Trick'n Snowboarder	Capcom	Link Cable Support	Unoriginal Gameplay	4.0	123
Um Jammer Lammy	SCEA	Two-Player Modes	This Game Is Like A Very Bad Trip	8.0 8.0 8.5 7.0	123
WCR Hoyden	Electronic Arts	Very Fast Game Engine	Very "Clippy" Game Engine	5.5 5.5 4.0 6.0	124
WipeOut 3	Pygmalion	Hi-Res Graphics	Difficulty In Later Circuits	8.0 6.0 8.0 7.5	124
■ WWF Attitude	Acclaim	Lots To Customize	Game Engine Not Precise	8.0	123
■ Xenic: Warner Process	Electronic Arts	Sword Saver's Women	Unforgiving, Loose Control	4.5 4.0 2.0 4.0	124
<b>Game Boy/Game Boy Color</b>					
Cosmo's Pocket Tales	Nintendo	Investive Quest	Damn Cute Animals	7.0	122
Looney Tunes	Sansoft	Unlimited Combines	A Bit Tedious	4.5	122
Motorcross Maniacs 2	Konami	Track Editor	Later Tracks A Bit Too Tough	7.5	122
Pac-Man Special Color Edition	Namco	Two Games In One	Sloppy Programming	5.5	122
■ Pokémon Pinball	Nintendo	Lots Of Replay Value, Catching Pokéd	Nothing	8.0	122
R-Type GX	Nintendo	Three Games In One	High Level Of Difficulty	7.0	122
Spin	Konami CEI, Inc.	The Ability To Turn It Off	Being Able To Turn It On	2.0	122
■ Super Mario Bros. Deluxe	Nintendo	Lots Of Extras	Vertical Scrolling Can Disorient You	9.5 8.5 8.5 8.5	121
Termin	Activision	Great Animation	Too Much Banana Hurtle!	7.5	122



# Reader Reviews

Here's your chance to vent your views on recently released games. If you have something you think needs to be said about either one of our reviews or a game you've recently bought, e-mail us your thoughts at [review\\_crew@zd.com](mailto:review_crew@zd.com) or write to us at the following address:

EDM Reader Reviews, P.O. Box 3336, Oak Brook, IL 60522-3336

## Blue Stinger

### What we said:

"Blue Stinger lacks polish...the animation's bad...a disappointment...it's almost like parts of it weren't thought through enough...can you survive the horror of this game?"

### How we rated it:

4.5 4.0 4.0 4.5

### What you said:

I really enjoyed this game. The monsters, story and graphics are all terrific. The only gripe I have is the way your character runs. Yes, it is VERY annoying. But it also must be said that it is worth the 50 bucks just for the last boss encounter.

Dante Biosoffi  
via the Internet

"These graphics have to be seen to be believed."



### How we rated it:

8.0 8.0 7.0 9.0

### What you said:

NFL2k without a doubt, is the best football game ever created. I read your review in the October issue and there is one thing that bothered me about the review. There was a comment made about running not being successful and it forces you to pass a lot. Which is totally false. In real football you don't see a running back breaking 5-yards every run. Same true for NFL2k. Maybe

2-3 yards here and there, and then there's a big yardage gain if you choose the right time and read defenses (just like the real deal). You have to remember that this game is an exact replica of real football. The AI is wicked, way better than Madden's or GameDay's. So you're not going to be able to use a halfback sweep every time for a gain of 30 yards or more (sorry Madden lovers). Passing is not an easy chore either. There's no using the same fly pattern play after play. The defense adjusts and knows what your play tendencies are after awhile. It's amazing. Just like Sega says, "It's thinking." I give NFL2k a perfect 10. Nothing compares. EA and Sony have a lot of work ahead of them. Great job Sega!

Larry DeFratto Jr.  
Berwick, PA

This has got my vote for football game of the year. These graphics have to be

## Hydro Thunder

### What we said:

"Even if you're good at the arcade, there's plenty of challenge...one of the best arcade racing games around makes a rocky transition to the Dreamcast...this is a fun, fun game..."

### How we rated it:

7.5 8.0 7.5 7.0

### What you said:

To the console gamer, this would seem arcade perfect. Unless you are at the arcade every day and have each track memorized you won't notice any details missing. (Alligators swimming the wrong way? Gimme a break.) This is the best racing game available at launch.

Dante Biosoffi  
via the Internet

## Final Fantasy Anthology

### What we said:

"These classics are every bit as enjoyable as the new stuff...you need to buy this game just to get FFV...both games have some load time and there's slight slowdown..."

### How we rated it:

9.5 9.5 9.5 9.5

### What you said:

I've played it [Final Fantasy V], and I admit the job/ability system is cool and allows for some nice customizing. I must point out, however, building up job levels is even more boring than FVIIII magic drawing. Anyway, when I played through FFV, I found that while I liked the job system, the story line bored me to death. I didn't care at all about the characters, or what they were doing. When Galuf died, I didn't feel any emotion at all. The game just wouldn't let me like the characters. In comparison, when Aeris died in FVII, I considered resetting because I couldn't



believe it'd happened (and I thought it was something I did wrong). Needless to say, FFV isn't my favorite of the series. Of course, I'm probably biased (seeing you guys). I first got into the Final Fantasy games starting at VII. I now own V, VII and VIII now. Basically, I'm not an old-school FF gamer, so new graphics may be winning me over. While Anthology is a great package, and I realize FFV is new to most U.S. gamers, I wouldn't be able to give it a 9.5. With FFIV in there too, probably, but without it it's really only one "new" game. God bless Square for getting it here finally, though.

Jason Wholis  
via the Internet

"I found that while I liked the job system, the story line bored me to death."

## NFL 2K

### What we said:

"NFL 2K is a must-buy game indeed...the animation is the biggest selling point here...it was easy to pick up...the controls make sense..."

seen to be believed. When the play is over and it shows the players up close, I would swear I was watching TV! Yes, it looks that good. Another must-buy game for Dreamcast owners.

**Dante Blasotti**  
via the Internet

I have never seen such great graphics on a football game—it's awesome. NFL 2K doesn't look real, it is real. When players get tackled it's "REAL" cool! It's like it's "REAL." Enough about the graphics, I'm now going to (tell) you how fun the game is. The game reacts just like football and if you've been waiting for a game like that it's here. The control is very nice, it's good if you're a real newbie or an expert. The game kinda reminds me of Blitz but it's more fun than that game and I love Blitz. I didn't care for football at all until I played this game. Frame-rate is great, the performance is great, all of it's great, highly recommended.

**ivanog@cool.com**

## Shadow Man

### What we said:

"Shadow Man is definitely not for kids...reminds me of what a darker, more disturbing version of Tomb Raider would be like...the game starts off a little slow, but you've got to let the story gather some momentum..."

### How we rated it:

9.0 8.0 7.0 8.0

### What you said:

Shadow Man is a great game. From the dark and creepy graphics to the badass characters. Of course there are some problems. Such as the sometimes tricky controls and the "lock on" system doesn't work as well as in Zelda. But if you don't mind these small problems you have a great game that no N64 owner should be without. Fair warning though to the parents. This is not for young gamers. However, if you are old enough, get this game. You won't be disappointed.

**USSJOANN@cool.com**



## Jet Moto 3

### What we said:

"It's spoiled by being a little too ambitious on the speed front...it's almost like so much speed is being milked from the rest of the game, the overall title suffers..."

### How we rated it:

4.0 4.0 6.0 4.5

### What you said:

I've just read your reviews of Jet Moto 3 and I don't believe I've ever read a group of more narrow-minded reviews. You didn't even mention that in essence this is Jet Moto 1 (it's from a whole new company). You didn't even give a nod to

"You guys just don't get it, do you?"

Pacific Light and Power for creating a whole engine for the series. You didn't comment on the fantastic opening, the slick music or the (thankfully) toning down of those pesky grappling poles. Chris even commented he'd never played any of the other Jet Moto games for more than five minutes! Way to go for giving the other games a chance! What did you play this new installment for, four minutes? I do agree that the over abundance of speed is a problem...at first. But when you really start to open up the game, [in] Lost City/Sky Park the speed is really cool, though it sounds like you guys didn't want to play the game too much from the beginning. It seems to me you guys

try to review too many games at once (especially this time of the year) and don't really give some games a fair shake. Isn't there even one Moto Head on your staff? As for us turning to WipeOut3 instead...you guys just don't get it, do you? When you're playing a racing game and touch a wall you shouldn't come to a complete stop! It's called momentum! Jet Moto 3 should have gotten at least a 7.

**Will Smith**  
via the Internet

## Pokémon Pinball

### What we said:

"As a pinball game, it's filled with plenty of extra stages and bonus levels that'll keep you busy for hours...graphically, the boards are simple, but the strategy involved is as deep as portable pinball gets..."

### How we rated it:

8.0

### What you said:

Pokémon Pinball has got to be one of the most addictive games I've ever played. Not only can you have a great time shooting that crazy ball up and down, there's nothing like the challenge of capturing and evolving Pokémon. When I first saw the game I thought it



was some stupid piece of crap they pulled out of their a\*\* to make a couple of extra bucks. It turned out to be a great game.

**Jeffrey Montague**  
via the Internet



Send your best tricks, codes, Web sites and anything else that can help make games more fun and interesting to:

**Tricks of the Trade**  
P.O. Box 3338, Oak Brook, IL 60522-3338  
or send e-mail to: [tricks@zd.com](mailto:tricks@zd.com)

# Tricks of the Trade

By Trickman Terry • [tricks@zd.com](mailto:tricks@zd.com)

## TRICK OF THE MONTH

### NFL 2K (DC)

#### Sega Sports Team

Go into the Options Screen and choose Codes. Enter

between the NFL All-Pro's and San Francisco 49ers.

#### Turbo Mode

Go into the Options Screen and choose Codes. Enter



"SUPERSTARS" as a code. Note: The code is case-sensitive. Then the Sega Sports team will be available at the Team Selection Screen

"TURBO" as a password. Note: The code is case-sensitive. Then, choose the Game Options selection, highlight Game Speed and change the speed to Turbo.

## Hey, send us your cool new tricks and win cool prizes!

If your trick is selected as the Trick of the Month, you will win a free GameShark provided by the kind people at InterAct, and a Pro Shock controller or a hyper 64 controller or VIPER controller from Fire International. If you are given credit for submitting a hot trick in this section, you will win a free game. See page 315 for rules.

**NOTE:** If you send your trick by e-mail you must include your real name, address, city, state and zip code.



## Do You Use a Cheat Device?



source: videogames.com

## DREAMCAST

### Aerowings

#### Fly as the Dolphin



After successfully completing all Sky Mission Attack modes, you will be rewarded with the ability to fly as a dolphin. In Free Flight, you can even choose 1, 2, 3 or 4 dolphins in your formation!

### Hydro Thunder

#### Two Cool Tricks

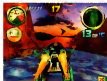
##### Super Start



To get a jump start ahead of the competition, wait until the announcer starts counting down.

Immediately after he says "3," press and hold the R button, then immediately after "2," let go of R and hold the L button. Immediately after "1," let go of L and hold the R button. When he says, "Go, go, go!" you will get a nice boost and you'll hear "Super Start!"

##### Boost Jump



After picking up some boost power-ups, you can do a special jump without the help of a ramp! Hold the L button (brake) and then press A and you will be boosted into the air. This is great for getting those power-ups that are just out of reach.

### Mortal Kombat Gold

#### Cheat Menu and More

On the "Press Start Button" Screen, quickly press Up, Down, Down, Left, Right, Right. If you entered the code correctly, you will hear a laugh and the word "Outstanding." Then, enter the "Options"

Screen, highlight the Exit option and hold the L+R buttons. While holding these, press the A button. A Cheats Menu will appear with the options shown:

##### Easy Endings

Defeat just one opponent to see your character's ending.

##### Fatality 1



Finish your opponent with High Punch. This allows any character to perform their first fatality.

#### Fatality 2

Finish your opponent with Low Punch. This allows any character to perform their second fatality.

#### Pit Fatality

Finish your opponent by pressing Down and then press High Punch. This allows any character to perform their level fatality.

#### Danger

Both characters' health bars will be extremely low, enabling one-hit deaths.

#### Kombat Kodo

This allows 30 different Kombat Kodes to be activated.

#### Play as Goro



First, enable the "Cheat Menu" code. Then at the Character Select Screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons and press Up, Left, A.

#### Play as Noob Saibot

First, enable the "Cheat Menu" code. Then at the Character Select Screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R buttons and press Up, Up, Left, Left, Left, A.

#### Play as Sektor

First enable the "Cheat Menu" code. Then at the Character Select Screen, highlight the "Hidden" icon at the bottom of the screen, hold L+R and press Up, Up, Up, Up, Left, Left, Left, Left, A.

#### Alternate costumes

On the Character Select Screen, highlight a character, hold Start

and press any button once to rotate their Select Screen picture and enable their second costume, and twice for their third. This works with most of the fighters. You may have to press a button a third time to get some characters' costumes.

## Ready 2 Rumble Boxing

### Tons of Boxing Codes

#### Bronze Class Boxers:



Select "Championship Mode" from the Main Menu. Then, choose "New Game" and enter "RUMBLE POWER" as a gym name to unlock all class bronze boxers in championship



mode. Note: This also unlocks Kemo Claw in arcade mode.

#### Silver Class Boxers:

Select "Championship Mode"

from the Main Menu. Then, choose "New Game" and enter "RUMBLE BUMBLE" as a gym name to unlock all class silver boxers in championship mode. Note: This also unlocks Bruce Blade in arcade mode.

#### Gold Class Boxers:

Select "Championship Mode" from the "Main" Menu. Then, choose "New Game" and enter "MOSMAI" as a gym name to unlock all class gold boxers in championship mode. Note: This also unlocks Nat Daddy in arcade mode.

#### Champ Class Boxers:



Select "Championship Mode" from the main menu. Then, choose "New Game" and enter "POD 31" as a gym name to unlock all class champ boxers in championship mode.

Note: This also

unlocks

Damien

Black in

arcade

mode.

Alternate

Costumes:

At the

Character

Select

Screen,

press X+Y

simultaneously.

Alternate

Cornman:

At the

Character

Select

Screen,

hold the X

button and

press Up,

Right, Down,

or Left.

## TOP 10 TRICKS

The top 10 games of the last month given the full-on Trickman treatment:

### 1. Driver (PS)

#### Invincibility

At the Main Menu rapidly press L2, L2, R2, R2, L2, R2, L2, L1, R2, R2, L2, L1. This option will now be unlocked in the Cheats Screen.

#### Steer with Rear Wheels

At the Main Menu rapidly press R1, R1, R2, L2, R1, R2, L2, L1, R2, R2, L2, L1. This option will now be unlocked in the Cheats Screen.

#### Get Rid Of Police

At the Main Menu rapidly press L2, L2, R1, R1, R1, L2, L2, R1, R1, L2, L1, R2. This option will now be unlocked in the Cheats Screen.

#### Tiny Cars

At the Main Menu rapidly press R1, R2, R1, R2, L1, L2, R2, R2, L1, R2, L2, L2. This option will now be unlocked in the Cheats Screen.

#### Flip Screen Upside Down

At the Main Menu rapidly press R2, R2, R1, L2, L2, R2, L2, L1, R2, R2, L2, R2, L2. This option will now be unlocked in the Cheats Screen.

#### Long Suspension

At the Main Menu rapidly press R2, L2, R2, R2, L1, R2, R2, L2, L2, L2, L2. This option will now be unlocked in the Cheats Screen.

#### Show Credits

At the Main Menu rapidly press L2, L2, R1, R2, L2, R2, L2, R2, R2, L2, L2, R2. This option will now be unlocked in the Cheats Screen.

## 2. Pokémon Pinball (GB)

### Animate Un-evolved

#### Pokémon

If you want to animate the Pokémon you've caught, go to the Pokédex and highlight one of the regular, un-evolved Pokémon. Now press and hold the Start button to see the character move!



## TRICKS

### TOP 10 TRICKS

(CONTINUED)

#### 3. Pokémon (Blue)

(BB)

##### Fight Safari Zone Pokémon

This will allow you to fight and catch the Safari Zone Pokémon outside of the Safari Zone. To begin, you must have a Pokémon with the Surf Ability. Now go to the Safari Zone and enter the area where the Pokémon you are trying to catch is found. Stay in the section until the time runs out.

Go to the Seafom Islands by surfing south of Fuchsia City. Be sure you don't encounter any enemies on the way, or the trick won't work (this does not include the Pokémon in the water on the way there). On the edge of the islands, there is a strip of the screen that is half land, and half water. Now, surf on this section and just keep going up and down on it. When you run into an enemy, it will be the Pokémon from the Safari Zone section you just left. This time though, you will be able to fight them and use the other Balls on them as well.

#### 4. Pokémon (Red)

(BB)

##### Find Codes

Find more tricks for this game and send them in!

#### 5. Pokémon Snap

(NG4)

##### Get Level 7

There is a special rainbow level that will send you to space and let you capture a picture of the infamous Mew! First you must get all of the Pokémon signs in each of the levels. Then Prof. Oak will open up a new level for you where you'll find Mew in a bubble. Stay in the middle and hit him with a peyer ball three times as he passes. Then he will appear in the distance, so throw the peyer

cont. on pg. 204

##### High Voice Cornerman:

On the Character Select Screen, hold X and press L-R buttons simultaneously.

##### Taunts:

During a match, hold X+A or Y+B to taunt your opponent. (Note: Only X+A works for Damien Black).

##### Fight in the Arena with a

##### Balcony:

Enter "Arcade Mode" from the Main Menu Screen and choose the two-player mode. On the Character Selection Screen, both players must hold the L button on their controllers while selecting a boxer with the A button.

##### Fight in the Championship

##### Arena:

Enter "Arcade Mode" from the Main Menu and choose the two-player mode. Then at the Character Selection Screen, both players must hold the R button on their controllers while selecting a boxer with the A button.

##### Fight in the Gym:



Enter "Arcade Mode" at the Main Menu and choose the two-player mode. Then at the Character Selection Screen, both players must hold L-R while selecting a boxer with the A button.

##### Alternate Backgrounds

Set the system date to October 31 for skeletons in the crowd. Set the system date to December 25 for Christmas trees in the prize fight arena.

### NFL Blitz 2000

##### Cheat Codes

##### Hidden players:

Select the "Enter Name For Record Keeping" option and enter one of the following player

names and PIN numbers. You'll hear, "Lights out, baby!" when the code is entered correctly:

##### NAME / PIN

ALIEN / 1111  
BOXER / 2111  
BRAIN / 1111  
CURTIS / 1111  
(Ret from Rampage)  
DANIEL / 0604  
(Dan Thompson)  
DINO / 1111  
(Triceratops)  
EDDIE / 3333



FORDEN / 1111  
(Dan Forden)  
GENTIL / 1111  
(Jim Gentile)  
GRINCH / 0222  
GUIDO / 2222  
GUMBY / 8698  
JAPPLE / 6660  
(Jeff Johnson)  
JASON / 3141  
(Jason Skiles)  
JENIFR / 3333  
Jennifer Hedrick  
LEX / 7777  
LUIS / 3333  
(Luis Mangubat)  
MOOSE / 1111  
MOX / 1014  
PIRATE / 1111  
PUNKB / 2112  
PUNKR / 1221  
RAIDEN / 3691

(Raiden from Mortal Kombat)  
RALPH / 1111  
(Wolf from Rampage)  
ROOT / 6000  
(John Root)  
SAD / 1111  
SHINOK / 8337  
(Shinnok from Mortal Kombat)  
SHRUNK / 6666  
SKULL / 1111



SMILE / 1111  
(Smiley Face)  
THUG / 1111  
TREX / 1111  
TURMEL / 0322  
(Mark Turmel)

##### Cheat Codes:

On the Versus Screen, press Turbo, Jump and Pass to change the icons below the helmets on screen. The



Illustration by James Silvani

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# 773 8439

The number to call for the latest cheats & gaming info

numbers in the list shown below indicate the number of times each button should be pressed. After the icons have been switched, press the D-pad or Analog-stick in the indicated direction to enable the code. If you entered the code correctly, you will see the name of the code and hear a sound. More than one code may be activated per game; just make sure you enter it fast enough:

Result	Code
Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-2-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Down
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left
Colts playbook	1-2-3 Up
Allow stepping out of bounds	2-1-1 Left

Fast passes	2-5-0 Left
Late hits	0-1-0 Down
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up

Smart CPU opponent	3-3-4 Down
Tournament mode (2P Game)	1-1-1 Down
Always quarterback (Requires two human teammates)	2-2-2 Left

## Tokyo Xtreme Racer

### Cool Codes

**Max Speed**  
Press the Y button at the Assist Shifting Menu, then you will hear a tone. This will enable the max speed of the player and rival car after a win or lose battle. Note: this code only works in Quest Mode.

### Mark Other Cars



Press L or R button at the Assist Shifting Menu, you will hear a tone. This enables every rival pointer during a battle. Note: This code works only in Quest mode.



NINTENDO 64

## Army Men: Sarge's Heroes

### Cheat Codes

#### All Weapons

Enter "NSRLS" as a password.

#### Maximum ammunition

Enter "MMLVSRM" as a password.

#### Test information

Enter "THDTST" as a password.

#### Mini mode

Enter "DRLLVSM" as a password.

### Play as Tin Soldier



Enter "TNSLDRS" as a password.

### Play as Viking

Enter "GRNGRLRX" as a



password.

### Play as Plastro

Enter "PLSTRLSVSG" as a password.

## TOP 5 BASEBALL CODES, SPARKY

WHAT DOES IT LOOK LIKE?	FOR WHAT GAME?	WHAT DOES IT DO?	HOW DO YOU DO IT?	GRADE
	All-Star Baseball 2000 (N64)	Visual Codes	On the Main Setup Screen go to the Enter Cheats option and access it. On this screen, enter the following codes: Beach Ball Mode: Enter BCHBLKTYPT as a code at the Cheat Screen.	0000
	Ken Griffey Jr's Slugfest (N64)	Weeble Wobble Player	Go to the Create A Player option and type "CDOE" for the first name and "WEEBLEMAN" for the last name. You will hear a confirmation sound.	000
	MLB 2000 (PS)	Heavy Hitter	Go to Create Player Mode and make the player's name Scott Murray. This player will hit a 506-foot home run every time.	00000
	Triple Play 2000 (N64)	Three Outs	During the game, hold L+R+Z and press Down, Up on the pad or Analog Stick. This is a quick way to end the inning!	0
	Triple Play (PS)	EA Dream Team	Start an Exhibition game. At the Team Select Screen press Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right. You should hear a voice to confirm entry.	00





## TRICKS

### TOP 10 TRICKS

(CONTINUED)

ball ahead of him so he runs into it as he passes. Do this three times. After Mew is out of his bubble, he will be chasing it. Hit him one more time and he'll be stunned. Move in close for a great picture to get a huge amount of points!

### 6. Super Mario Bros. Deluxe (GB)

#### Five Extra Lives

This trick works only on a new game. Select the Toy Box option at the Main Menu Screen, and then choose the "Fortune Teller" option. Keep choosing cards until you get the Extremely lucky card. This will give you five lives. Return to the Main Menu and choose to play the original levels. Start a new game to begin with 10 lives instead of five.

### 7. Super Smash Bros. (N64)

#### Borrow a Life

Do this trick if you are defeated in a multiplayer match. If your teammate still has one or more lives in stock, you can use one of his lives to get back in the action by pressing A+B-Z+Start.

### 8. S.W. Episode 1: Racer (N64)

#### Podracer Codes

Choose a mode from the Title Screen/Main Menu. Then on the Select Player Screen, pick an Empty file. When asked to enter your initials, press and hold the Z button while scrolling through the letters with the analog stick. Next, choose each letter of the code with the L button. After the entire code has been entered, press the L button on the word, "End." This will confirm the code. Use this method to enter these codes: RRJABBA - This code makes you invincible to damage and overheating.  
RRTHEBEAST - This code activates Mirror Mode. Your left

cont. on pg. 346

### Level Passwords

Spy Blue - TRGHTR  
Bathroom - TDBWML  
Riff Mission - MSTRMN  
Forest - TLLTRS  
Hoover Mission - SCRDCY  
Thick Mission - STPDMM  
Snow Mission - BLZZRD  
Shrap Mission - SRFPNK  
Fort Plastro - GNRLLMN  
Search Mission - HTTTRT  
Showdown - ZBTSRL  
Sandbox - HTKTTN  
Kitchen - PTSPNS  
Living Room - HXMSTR  
The Way Home - VRCLN

### Duke Nukem: Zero Hour

#### Refill Energy

After destroying a fire hydrant,



stand next to it and press the B button repeatedly. Each time you do this you will gain back points of energy.

### Madden NFL 2000

#### Cheat Codes

Put in any one of these codes at the Code Entry Screen to initiate the cheat as shown.

#### 30-yard first downs:

FIRSTIS20

#### 100-yard passes:

PIGSKINSFLY

#### More injuries

PAINFUL

#### More interceptions

PICKEDOFF

#### Less sacks

QBINTHECLUB

#### Less penalties

### REFISBLIND

#### Weird scoring rules

#### DRBNWAY

#### Dodge City stadium

#### WILDWEST

#### EA Sports stadium

#### ITSINTHEGAME

#### Tiburon stadium

#### WEPUTITHERE

#### All-Madden team

#### TEAMMADDEN



#### EA Sports team

#### WEARETHEGAME

#### Industrials team

#### INTHEFUTURE

#### Marshall's team

#### COWBOYS

### Hot Wheels: Turbo Racing

#### Cheat Codes

On the Main Menu Screen, press the following button codes for the cheats as shown:

#### Mirrored tracks

Press Z, R, Z, Z, R, Z, Z.

### Towjam Car



Press C-Up, C-Down, Z, R, C-Left, C-Right, C-Up, C-Down.

#### Infinite Turbos

Press C-Right, Z, C-Up, C-Down, R, C-Left, Z, C-Right.

#### Seethru Tracks

Press C-Up, Z, C-Down, C-Left, C-Up, Z, C-Down, C-Left.

#### Stealth Mode

Press C-Left, Z, Z, C-Up, C-Left, R, C-Down, C-Up.

#### Race at Night

Press C-Up, C-Up, C-Down, C-Down, C-Left, C-Right, C-Left, C-Right.



Illustration by James Sloan

# THE DEX DRIVE:

is excellent...I have one  
Isn't something I'm interested in  
Is a great idea, but I have no real use for it



## WCW Mayhem

### Cool Wrestling Codes

Put in these codes at the Pay Per View Password Screen to unlock the following cheats:

#### All Backrooms Unlocked

Put in "CBCKRMS" to unlock all backstage areas. In a two-player game, have you and your opponent climb out of the ring and walk toward the entrance. Stay close to each other and you will find yourself in the back room fighting! Pick the area you fight in from the match options under the Match Setup.

#### All Wrestlers Unlocked

Enter "PLYHDNGVS" to unlock all bonus wrestlers.

#### Play as the Same Wrestlers

Enter "DPLGNRS" to play as the same wrestler as your opponent in versus mode.

#### Bionic Wrestlers

Enter "MKSRCWS" to create wrestlers with full attributes.

#### Quest Cheat

Enter "CHTADBST" as a password. Then in "Quest for The Best" mode, press Right to move up in the rankings. This will allow you to unlock more characters as you keep moving up the ranks.

CALEB / 0996  
CURTIS / 1111  
DANIEL / 0604  
(Dan Thompson)  
DAVID / 3333  
DINO / 1111



EDDIE / 3333  
FORDEN / 1111  
(Dan Forden)  
FRANZ / 1010  
GENTIL / 1111  
(Jim Gentile)  
GRINCH / 0222  
GUIDO / 2222  
GUMBY / 8698  
JAPPLE / 6660  
(Jeff Johnson)  
JASON / 3141  
(Jason Skiles)  
JEFF / 1111  
JENIFR / 3333  
(Jennifer Hickrick)  
JOVE / 6644  
LEX / 7777  
LT / 7777  
LUIS / 3333

(Luis Mangubat)  
MOOSE / 1111  
MXV / 1014  
NATHAN / 0515  
NICO / 4440  
PIRATE / 1111  
PUNKB / 2112  
PUNKR / 1221  
RAIDEN / 3691



(Raiden from Mortal Kombat)  
RALPH / 1111  
RANDU / 6666  
ROOT / 6000  
John Root  
SAD / 1111  
SHINOK / 8337  
(Shinnok from Mortal Kombat)  
SHRUNK / 6666  
SKULL / 1111  
(Skull)  
SMILE / 1111  
(Smiley Face)  
THUG / 1111  
TREX / 1111  
TURMEL / 0322  
(Mark Turmel)

## TOP 10 TRICKS

(CONTINUED)

and right controls will be switched during the game. (Note: This code and the above code need the Cheat Menu to be activated.)  
**Cheat Menu**  
To activate the RRRABBA and BRTHEAST codes, start a race and press Start to pause it. With the control pad, press Left, Down, Right, Up. A new option called Game Cheats will be available under the Pause Menu. Access this option and you can now turn on any of the available cheats.

### 9. Tarzan (PS)

#### Find Codes

Find tricks for this game and send them in!

### 10. Rugrats Scavenger Hunt (N64)

#### Hidden Stage

On the Title Screen, press and hold the Z button and press R, then A to display the Password Screen. On this screen, press Z, A, A, B, R, L to start the game on a hidden level in Angelica's Temple.

## PLAYSTATION

### NFL Blitz 2000

#### Cheat Codes

##### Hidden players:

Select the "Enter Name For Record Keeping" option and enter one of the following player names and PIN numbers. You'll hear, "Lights out, baby!" when the code is entered correctly:

##### NAME / PIN

ALEC / 1197  
ALIEN / 1111  
AOB / 1111  
AUBREY / 7777  
AZPOD / 4777  
BOKER / 2111  
BRAIN / 1111  
(Brain)  
BRIAN / 2221

## GameShark Codes

### NINTENDO 64

**Duke Nukem: Zero Hour**  
Have Dynamite  
811187700001  
Have Laser  
811188100001  
Have Machine Gun  
81118680001  
Have Pistol  
811186280001  
Have Plasma Gun  
81118780001  
Have Shotgun  
81118600001  
Infinite Ammo Laser  
811188120063  
811188180000  
Infinite Ammo Machine Gun  
81118680063

811187000000  
Infinite Ammo Pistol  
81118680063  
811186800000  
Infinite Ammo Plasma Gun  
81118780063  
811187700063  
81118780000  
Infinite Shotgun Shells  
811186620063  
811186880000  
Never Re-arm Dynamite  
811187780000  
Never Reload Laser  
811188180000  
Never Reload Machine-gun  
811187020000  
Never Reload Pistol  
811186820000  
Never Reload Plasma Gun

811187200000  
Never Reload Shotgun  
811186800000

### ShadowMan

Infinite 9mm Ammo  
80075330063  
Infinite Air  
80075310027  
Infinite Shotgun Shells  
80075310032  
80075330008

### WWF Attitude

Infinite Creation Points  
80161310000  
Max Charisma  
80161300000  
Max Met Skills  
80161300000  
Max Recovery

ENTR. BY PEG ZIEGLER



## TRICKS

WHODAT / 1844

### Cheat Codes:

On the Versus Screen, press Turbo, Jump and Pass to change the icons below the helmets. The numbers in the list shown below indicate the number of times each button should be pressed. After the icons have been

### More GameShark Codes

8014E3180004  
Max Speed  
8014E3180004  
Max Strength  
8014E3180004  
Max Toughness  
8014E3180004

### PLAYSTATION

#### Hot Wheels Turbo

#### Racing

#### Add Turbos

8003f9900001

#### Infinite Turbos

301298400009

#### Max Points

801295f2000f

#### Max Tournament Points

8013978000ff

#### Start on Lap 4

d01295ac0000

301295ac0003

#### Jet Moto 3

#### Infinite Turbo Ps

800cfa80168

#### Madden NFL 2000

#### Away Team Score 0

80074d220000

#### Away Team Score 99

80074d220063

#### Home Team Score 0

80071fa20000

#### Home Team Score 99

80071fa20063

#### RC Stunt Copter

#### Max Score

800CD468FFFF

#### WWF Attitude

#### Enable Everything

800CB33809FF

800CB33AF000

800CB33CAF5C

800CB33EFFFF

switched, press the D-pad or Analog stick in the indicated direction to enable the code. If entered correctly, you will see the name of the code and hear a sound. Several codes may be activated per game; just make sure you enter it fast enough:

Result	Code
Infinite turbo	5-1-4 Up
Fast turbo running	0-3-2 Left
Power-up offense	3-1-2 Up
Power-up defense	4-2-1 Up
Power-up teammates	2-3-3 Up
Power-up blockers	3-1-2 Left
Super blitzing	0-4-5 Up
Super field goals	1-2-3 Left
No interceptions	3-4-4 Up
No random fumbles	4-2-3 Down
No first downs	2-1-0 Up
No punting	1-5-1 Up
Green Bay Packers playbook	1-2-2 Left

#### Allow stepping out of bounds

	2-1-1 Left
Fast passes	2-5-0 Left
Late hits	0-1-0 Up
Show field goal %	0-0-1 Down
Hide receiver name	1-0-2 Right
Invisible	4-3-3 Up
Big football	0-5-0 Right
Big head	2-0-0 Right
Huge head	0-4-0 Up
No head	3-2-1 Left
Headless team	1-2-3 Right
Team big heads	2-0-3 Right
No play selection (Teams Must Agree)	1-1-5 Left
Show more field (Teams Must Agree)	0-2-1 Right
No CPU assistance (Teams Must Agree)	0-1-2 Down
Power-up speed (Teams Must Agree)	4-0-4 Left
Hyper blitz (Teams Must Agree)	5-5-5 Up

#### Smart CPU opponent

	3-1-4 Down
Tournament mode (2P Game)	1-1-3 Down
Always quarterback (Requires two human teammates)	2-2-2 Left
Field: Muddy	5-2-5 Down
Field: Wet	5-5-5 Right

## Sled Storm Play As Sergej



Enter the Options Screen, select the load/save option, and display the Password Screen. Then, enter Square, Ls, Square, Ls, Triangle, Rz, X, Circle as a password.

## South Park

### All Characters and Cheats

From the Main Menu, choose the Enter Cheat option and enter the cheats as shown:

#### All Cheats Unlocked

Enter 2808BY8IRD at the Password Screen. Now go back to the Main Menu and go into the

VODROTHYSFRIEND - unlocks Mr. Garrison

ACHEATINGSBAD - unlocks Mr. Mackey

YLOVEMACHINE - unlocks Chef

BCHECKATACO - unlocks Wendy

EFISHNCHIPS - unlocks Pip

HKICKME - unlocks Ike

KALLWOMAN - unlocks Ms. Cartman

NGOODSCIENCE - unlocks Mephisto

QSTARINGFROG - unlocks Jimbo

JHAWKING - unlocks Ned

GOUTRANGE - unlocks Big Guy

Al

DELVISLIVES - unlocks Officer

Barbrady

TMAJESTIC - unlocks the Alien

## WCW Mayhem

### Multiple Codes

Enter all of these codes from the Pay Per View Password Screen for the following results:

#### All wrestlers

Enter "PLYHDNGYS" as the password to unlock all bonus wrestlers.



#### "Cheats"

Menu to find a level select and more!

#### Unlock Characters in Head to Head Mode

MSLAPUPMEAL - unlocks Starvin Marvin

SRAFT - unlocks

Terrance

PPHAERT - unlocks

Phillip

Illustration by James Schwan!

We want your tricks! First, next month, we want to feature as many DREAMCAST games as possible. Send us anything you have.

## Play as same wrestlers



Enter "DPLGNRGS" as the password to play as the same wrestler as your opponent in versus mode.

## Bionic Wrestlers



Enter "MKSPROWS" as the password to make wrestlers with full attributes.

## All Backrooms

Enter "CIBCKRMS" as the password to unlock all backstage

areas. Now you can fight in the backstage areas in a one-on-one fight by running to the entrance. Have both wrestlers move toward the back. You can choose which area you want in the match options under Match Setup.

## Classic TNT Nitro

Put in "PLYNTRCLSC" as the password. One the Ring Selection Screen, choose the "Nitro" ring to wrestle at the TNT Nitro stadium.

## Enable Quest Cheat

Put in "CHT4DBST" as the password. In "Quest For The Best" Mode, press Right to move up in the rankings. This will also give you the ability to unlock more hidden characters as you move up the rank!

## Wipeout 3 Multiple Codes

From the Main Menu, go into the Options. Once you're at the Options Selection Menu, you need to access the Game Setup. Then go to Default Names and enter one of the following codes for Player One. You'll see a brief

flash on the screen if you have entered the codes correctly:

## All Tracks



Enter "WIZZPIG" as a default name.

## Phantom Class

Enter "JAZNAZ" as a default name.

## Bonus Ships



Enter "AVINIT" as a default name.

## XPLORER CODES

IMPORTANT NOTE: standard GameShark/Action Replay codes can also be used with the Xplorer!

### Driver

**No Damage**  
864D03F 595A  
**Low Fidelity Meter**  
864DC6a 595A  
**Infinite Time**  
866C88A 5959  
8664C8K 595A  
**Enemy Cars Are Dood**  
864D03C A9AA  
**Bomb Never Blows Up**  
866D03a 595A  
**Score Multiplier Maxed**  
8664C8E 5976  
**Have All Flags**  
8666C3C 5970  
**Enable Low Rider Mode**  
865D04F 59A7  
**Enable Low Gravity Mode**  
866D03a 5959  
**Enable Backward Mode**  
866D028 5959  
**Enable All Tracks**  
866D0F0 595A  
**Enable Credits**  
864E06a 5959  
865E163a 59A7  
**Enable Winchability Cheat**  
864E06C 5959  
864E06A 59A7  
**Enable Immunity Cheat**  
865E1B4a 5959  
865E1B4a 59A7  
**Enable Rear Wheel Cheat**  
864E06C 5959  
865E1B0A 59A7  
**Enable Minis Cheat**  
864E06A 5959  
864E06A 59A7  
**Enable Skills Cheat**  
865E1B4C 5959  
865E1B4A 59A7

**Enable Antipodean Cheat**  
865E1B0C 5959  
865E1B0A 59A7  
**Drive Through Walls**  
864A025 495A  
**Car Park Test Codes**  
**No Damage**  
864B03a 595A  
**Infinite Time**  
86495D0 595A  
**All Tests Completed**  
864B03A 5959  
864B037 5959  
864B036 5959  
864B035 5959  
864B034 5959  
864B033 5959  
864B032 5959  
864B031 5959  
864B030 5959

### GoldenEye 007

**Flying Floating Natasya**  
Note: Be in Multiplayer Mode, Choose Bond as your character.  
86e281F0a7, 86e281F0e4  
Bond will now be a mini-floating Natasya!

## Tricks for the Top Five Game Boy Color Games

### Bust-A-Move 4

#### Extra Puzzles

On the Title Screen (while "Press Start" is flashing), press A, Left, Right, Left, A. An orange character will appear in the lower right hand corner. This opens up different puzzles for Puzzle Mode!

### Men In Black

#### Skip Stages

Put in the password: 2490 and then begin a new game. To skip to the next level, press Start to pause and then press Select.

### Montezuma's Return

#### Cool Codes

For unlimited Lives, enter the code: ELEPHANT. To pass through doors without unlocking them, enter the code: SUNSHINE.

### Super Mario Bros. Deluxe

#### Max Out Lives

Go to World 5-1 and get to the end of the level where the staircase of blocks leads up to the end level flagpole. Two turtles will come down the steps and you'll have to avoid or get rid of the first one. Now, you will have to get the second turtle shell between one of the blocks and Mario's body by jumping on it to make it bounce off the block, and Mario multiple times. Once you do this correctly, your score will increase and eventually turn into 1-Ups! This way you can max out your lives!

### Turok 2: Seeds of Evil

#### Weapons, Level Skip, Etc

From the Main Menu Screen, access the Password Option. On the Password Screen, enter any of these codes for the results as shown:  
D1WTRKBLVL - Skip Levels  
D1WTRKBRPS - All Weapons  
D1WTRKBNRG - Infinite Energy  
D1WTRKBLYS - Infinite Lives  
D1WTRKBBRD - Best Mode



## Get Some Cool stuff you could probably live without, but shouldn't



### Shoot Your Canon and Dye

Like many of the cameras featured this month, the **PowerShot S10 Digital Camera** uses CompactFlash memory cards to store its 1660 x 1200-pixel images. What makes this camera different though is its compatibility with the IBM Microdrive—a 340-MB hard drive small enough to fit into a digital camera! When you're done, send it to the **Canon CD-300 Digital Printer**. This printer uses a dye-sub thermal transfer printing method, which means the finished print-outs look more or less like photos you'd have developed at the store.

**Price:** Around \$700 for the S10, \$500 for the CD-300  
[www.canon.com](http://www.canon.com)

### Smile, It's Cheap!

Who says good-quality digital cameras have to cost an arm and a leg? The **ePhoto Smile** from AGFA is the perfect choice for those who can't afford much, and don't need the professional high-quality of more expensive cameras. Thing is, the unit only stores up to 16 640 x 480 images in its built-in memory at a time. Still, for the price, it's definitely one to consider.

**Price:** Around \$130  
[www.agfa.com](http://www.agfa.com)



### Slammin' Cam

The pictures the **WWF Slammin' Cam** from Toymax takes are pretty grainy to say the least. But, the price point certainly works. And if you're a fan of the WWF, this easy-to-use digital camera may be up your alley. Plus, the robust software package included is easy and extremely fun to use.

**Price:** Around \$50  
[www.toymax.com](http://www.toymax.com)



### iCandy

Sure, you've seen these colors before—but isn't there something attractive about semi-transparent, wildly colored electronics? We think so. It's easy to see the Kodak **DC240 Digital Camera** is supposed to be used with Apple's iMac. Of course it can be used with any USB-enabled computer. The DC240 is everything you'd want in a mid-to-high-end digital camera and a little more.

**Price:** Around \$650  
[www.kodak.com](http://www.kodak.com)



### Lots and Lots of Pixels

If you have a little extra dough lying around, and want a higher-end digital camera, the **PhotoPC 800** from Epson will easily fit the bill. It can snap pics up to 1984 x 1488 pixels, and easily connects to your computer via the USB port. You can also add up to 30 seconds of voice per picture. Cool!

**Price:** Around \$700  
[www.epson.com](http://www.epson.com)



### Not The Same Old Memory Schtick

By the time you read this, the 64 MB **Memory Stick** should be available. Perfect—since you can use it with the USB-compatible **DSC-F505 Cyber-shot Digital Camera** and take all kinds of high-quality pictures. This camera is considered one of the best—if not the best—digital camera Sony has ever produced. It has a professional lens, tons of shoot modes and up to 30k zoom. You can even capture up to 42 minutes of MPEG movie with the thing. This is truly the best of the bunch.

**Price:** Around \$390 64MB Memory Stick, DSC-F505 \$1300  
[www.slsi.sony.com](http://www.slsi.sony.com)











FINAL WORD

Imagine a bunch of guys sitting around arguing passionately about something timely in the world of video games. That's what Final Word is all about...this month it's:

## X-Box: The Future of Video Games or the Next 3DO?



John Boutson



Ben "Shoe" Ho



Chu Chou



Jason Hager



Wataru Murayama



Andrew Barrett



Chris Johnson

**John:** The weirdest thing about the next round of console wars is that the ante is being raised in so many different ways now. It used to be that the next wave had graphics that would make you wet your pants or whatever...now everything's different. We get games, DVD movies thrown in as a freebie, and obviously the graphics. With this though, stuff's getting more expensive and a lot of developers are saying that stumping up the \$5 million to produce a PS2 game is difficult for them, especially when Sony takes their cut

**"Take a look at the console market; you EGM readers know how hard it is to finally score a gem in a mountain of crap."**

on every copy. Microsoft's thing could make a big difference because it will attract a lot of developers. They do games that look great, they can use their PC code without worrying about specs and they don't have to pay a bean to anyone.

**Shoe:** A lot of folks are ruling Dreamcast out, now that they've seen what kind of support PlayStation 2 had at the Tokyo Game Show...but strangely enough, I think if the X-Box does really well, it can inadvertently help Sega out. What you said about the PC code...if a developer wants to "consoleize" a PC game for Microsoft's toy, then why not just do it again for another Direct X system, the Dreamcast? If the code, and therefore, most of the work, is all ready, then why not just bring it out for ALL consoles that can easily run it? In an ideal scenario for Dreamcast to compete properly with PlayStation 2, a developer will make a game for the PC, then port it to the X-Box and Dreamcast, skipping PS2 altogether because it's too much work and too pricey.

**Chu:** As much as I chuckle at the association of Microsoft and gaming-as-we-know-it, the system will definitely give the big boys a run for their money. I want to address the issue of bugs. Anybody and everybody who plays PC games knows that it's a love and hate relationship. PC games often ship with bugs and compatibility problems due to the anarchic nature of the PC hardware market. You can't get every game to work with every configuration out there—that's just a given. However, this is where the X-

Box comes in... It's got standardized hardware using Direct X APIs...suddenly, game testing just got a whole lot easier. What's this? You're worried about the X-Box flooding the market with mediocre crap? That's inevitable. Take a look at the console market; you EGM readers know how hard it is to finally score a gem in a mountain of crap.

**Dean:** Initially I see the X-Box as an odd-ball system that'll only appeal to hardcore enthusiasts (if it even comes out). I think the vast majority of people will flock to

the PlayStation 2 for a variety of reasons—they trust the name, it's backward-compatible and it's sure to offer decent games. Yet, having said that, I could see how \$5 million could put off a lot of developers.

**Walt:** My main concern is compatibility and bugs. The escalating PC spec wars are sure to pressure Microsoft (and whoever else is making a machine like Dell and Gateway) to upgrade X-Box before the accepted three to five year console cycle. Just imagine wanting to buy Quake 4 and discovering that your X-Box doesn't have enough RAM or the processor is outdated. Mark my words, this scenario will absolutely happen within two years, let alone three to five.

**Andrew:** I have to disagree on several of your points. Being a PC game player for a long time, I have to say that all PC titles don't look the same. There are similarities

specification developers will begin to innovate and create titles that are outstanding for that technology. So I think you will see some good games graphically on any system over time. As for having Quake 4 coming out and it not running on the X-Box two years from now, I don't think you're very close to the mark with that either. There are tons of developers using new scalable technology now. They can make a game that is ball-out graphically, but with scalable technology, it can be scaled back to run on slower hardware without any programming involved. If you load up the newest Quake on your X-box, the program will detect the hardware you have and scale down the number of polygons, size of textures, etc. to fit with the specs of your system. I think this is the future for game development.

**Walt:** That's my point. The PC spec race won't sit still for the X-Box. OK, maybe I'll be able to run Quake 4 on my X-Box, but it won't look as good unless I add \$500 plus dollars of crap into my X-Box. The whole "it's a standardized spec box" will be true for the first batch of games, but for how long? Games being scalable is a cop out. It's an excuse for PC developers to rely on new graphics cards instead of pure programming skill.

**John:** But if they can do scalable stuff—we can see huge budget games on lots of systems, like Shoe mentioned. There's also the point that Microsoft wants to dominate the games development environment with Direct X, and X-Box is their way of assuring this. All of a sudden PC games will have console-potential sales (if the system takes off) as long as they run under Direct X.

**"My main concern is compatibility and bugs. The escalating spec wars are sure to pressure Microsoft to upgrade the X-Box..."**

in titles within the same genre (as with any system's games), but there is still a huge variety of PC games, both 2D and 3D. Using your same analogy, if you look at PC games three years ago compared to now, there is an enormous difference in graphic quality, much more so than on the PlayStation, and I think that can be said for any console including the X-Box. While only being able to work with one technical

Sony can't compete with that...even if they try to subsidize big products. What can they do? Start dishing out millions of dollars and stop taking their cut? I don't think so. Small developers...the ones who tend to be the innovators are going to develop for the systems they can afford to work on. If they already know PC code then the PC, X-Box, Dreamcast route may well become a reality.

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 Vice President/Publishing ..... Bill James  
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**Chris:** My problem with the X-Box is that the PC market is driven on hardware upgrades every couple months. This does not translate well to the console market. There's a reason PlayStation has sold 50 million units worldwide—people make games for the one and only configuration. Two or three hardware manufacturers aren't going to be able to get any kind of lion's share of the X-Box hardware market. Let's say a year after X-Box comes out, there's a newer version with Direct X 13 or bigger, faster graphics hardware, whatever...all the people with the old version are now screwed, unless you can somehow upgrade the older machines.

**John:** No, because like with the Dreamcast, they can ship the new Direct X software in the games, like they do on PC. The hardware thing could settle down if

but at the moment there isn't an 'industry standard' for PC gaming. That's what X-Box is all about. Right now, the PIII 500 is the equivalent of a super-computer, and the Nvidia graphics chip is scarily powerful...if you're going to settle for something as a PC games developer, this seems like a pretty good thing.

**Chris:** I want to play games by Sega, Sony and Nintendo. X-Box isn't going to have Sonic, Zelda or Mario and I highly doubt that we'll see games from top Japanese developers. PC games are not twitch, they're not as easy to pick up and play as a console game—you need a keyboard/special controls to play many of them. If all I see on X-Box are reshaped PC games, am I going to be persuaded to buy one? No. Do console gamers trust the "Microsoft" name?

**"The other potential problem I see with X-Box is quality control. Sony, Nintendo and Sega have standards..."**

the market's big enough.

**Chris:** The other potential problem I see with X-Box is quality control. Sony, Nintendo and Sega have "standards" (though I think we can all agree they're pretty damn loose) which limit the amount and quality of software any one publisher can produce. Since X-Box doesn't have that safety net, the potential is there that we'll see a lot of titles very quickly that are crap, simply because companies want to make a quick buck. If there's one thing I've learned in this industry, companies never stop pumping out crap games.

**John:** But the PC and X-Box stuff is going to blur. The technology will slow down as long as a standard is established. Sure, more powerful stuff will be developed—

**John:** Who cares whether gamers trust the Microsoft name? If they've got a Dreamcast, they're already dealing with them. People just want good games. And I think you're a bit off with the 'there's no twitch games' thing...some of the DC launch games were PC or arcade-PC ports. Plus, Metal Gear Solid and Final Fantasy VII & VIII have been easily ported to PC, and Sega has a PC brand. I'm not saying "X-Box is the future"—I just think we should look at it like anything else...it's a powerful system that stands a very good chance. It also has a lot of things that will benefit game developers, and we all know that whatever system the developers are happy with, is the one that we'll end up with as the market leader. That's why Sony beat Sega after all.

**Games like Quake III: Arena (below left) would be obvious first releases on Microsoft's X-Box, but popular online RPGs like Ashera's Call (below right) would also be ripe for the taking. There'd be no waiting a whole year for multiplayer games like with Dreamcast.**









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We consider the future of console gaming: Will the Dreamcast survive the launch of Nintendo's Dolphin? Will the PlayStation 2 ruin them both? Or, will the X-Box revolutionize the entire industry by blurring the lines between console and PC gaming? Look for our predictions as well as good info on the systems and their games.



Armored Core 2 for the PlayStation 2.



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Official PlayStation Magazine

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OPM's got everything you want to know on the system that will revolutionize gaming—the PS2. But there's plenty of juice left in the current PlayStation, with games like Dune 2000, NBA Live 2000 (say hello to MJ) and Tomorrow Never Dies. Also, Gran Turismo 2 highlights OPM's playable demos!



### Demo Disc

#### Playables:

- Gran Turismo 2
- Thrasher: Skate and Destroy
- Cool Boarders 4
- Test Drive: Off-Road 3
- Madden NFL 2000
- Demolition Racer
- NCAA GameBreaker 2000
- NFL GameDay 2000

#### Non-Playables:

- MTV Sports: Snowboarding
- Twisted Metal 4
- NCAA Final Four 2000

EXPERT GAMER

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Get the holiday stocking ready? Good, 'cause Expert Gamer's gonna stuff it with the best strategies you can find. Next month, they absolutely blow the lid off of Resident Evil 3: Nemesis. You'll be racking up Zombie carnage in no time with a little help from your friends at XG. Pokémon continues with an extensive, and we mean extensive, guide to Pokémon Yellow. Throw in a Grandia strat, some NFL Blitz 2000 and other Dreamcast quick hits, and you've got a must-have issue of XG.

- See ugly Zombies and pretty maps in our Resident Evil 3 guide
- XG's got NFL Pokémon Yellow, all the time
- Huge Grandia walk-through



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A close-up photograph of a human hand, palm facing the viewer, with fingers spread. A horizontal strip of white paper with torn edges is placed across the middle of the hand. The background is a soft, out-of-focus light brown color.

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